

FOR USE WITH

2303-M

ADVANCED DUNGEONS & DRAGONS

by Gary Gygax

THE MAGIC USER'S SPELL BOOKS

Includes cross-referenced spell descriptions!



SPECIAL REFERENCE WORK

A COMPILED VOLUME OF INFORMATION FOR PLAYERS OF
ADVANCED DUNGEONS & DRAGONS, INCLUDING:
ALL SPELLS AND DESCRIPTIONS FROM THE
PLAYERS HANDBOOK, UNEARTHED ARCANA, DUNGEON MASTERS GUIDE,
GREYHAWK ADVENTURES AND VARIOUS **DRAGON MAGAZINE** ARTICLES.

MAGIC-USER SPELLS

Notes Regarding Magic-User Spells:

Magic-users employ a greater variety of material components than do other character classes employing spells, i.e. clerics and druids. Some of the required components will be difficult to find and/or expensive, but alternative spells can always be chosen.

The relatively short casting time for those spells with a material component assumes that the magic-user has decided upon which spell he or she will employ, and the material or materials needed are at hand in the numerous pockets and folds of the magic-user's garb. If this is not the case, there will be a delay commensurate to the situation. It has been recommended to the referee that actual time relate to the game time in such situations if at all possible. If it takes 6 seconds to decide on which spell to cast, 1 segment of the round is gone. Having to search through a pack to locate some component is as good as wasting 5 segments — 30 seconds.

Substitute materials might be allowed. This is up to your Dungeon Master. It should be noted that such substitution could affect spell range, duration, area of effect, effect, etc.

In general, reversible or multiple application spells require the magic-user to determine which form he or she is memorizing prior to the adventure. Consult your referee in this regard.

CANTRIPS

Cantrips are the magic spells learned and used by apprentice magic-users and illusionists during their long, rigorous, and tedious training for the craft of magic-use. An aspiring magic-user or illusionist may use 1 cantrip per day as a 0-level *neophyte* (-2000 x.p. to -1001 x.p.), 2 cantrips per day as a 0-level *initiate* (-1000 to -501), and 3 cantrips per day as a 0-level *apprentice* (-500 to -1). Cantrips must be memorized just as higher-level spells are.

Most cantrips are simple little spells of no great effect, so when the individual becomes a 1st-level magic-user, the knowledge and information pertaining to these small magics are discarded in favor of the more powerful spells then available. However, a magic-user may opt to retain up to four cantrips in place of one 1st-level spell. This assumes that the magic-user has, in fact, retained his or her book of cantrips — a tome as large as a good-sized book of higher-level spells.

All cantrips are 0 level, have a 1" range, have a generally small area of effect, require only soft, simple verbal and somatic components, and are cast in a very short time ($\frac{1}{10}$ to $\frac{1}{2}$ segment). Only those which involve living creatures afford any saving throw. Individuals in a state of extreme concentration (such as when casting a spell) do not have that concentration broken by *person-affecting* cantrips. The effects of cantrips, and the people and items affected by them, radiate a very faint magical aura.



The Casting of Cantrips:

Cantrips are basically cast the same way that spells are cast. Note that despite their simple components and short casting times, only two cantrips can be cast during any round by a single magic-user or apprentice. Furthermore, the segment of the round in which the cantrip is cast is dependent on the usual factors: surprise, initiative, and so on. After the first of the two cantrips is cast, the magic-user must roll a four-sided die to determine how many segments later he or she will be able to cast the second cantrip (if so desired). It is not possible for a magic-user to cast both a spell and a cantrip during the same round, no matter how short the casting times are. Cantrips are grouped according to general effect or purpose into six categories — *useful, reversed, legerdemain, person-affecting, personal, and haunting-sound* — plus a seventh available only to illusionists, *minor illusion* cantrips. Any magic-user or illusionist has the potential to know cantrips in all of the categories.

Useful Cantrips:**Chill (Evocation)**

Area of Effect: 1' cube

Casting Time: 1/2 segment

A cantrip of this nature allows the caster to cause non-living liquid or solid material to become about 40° F. cooler than it was, subject to a minimum temperature of freezing. The chilling effect lasts for but an instant, after which the subject warms slowly back to normal temperature. Verbal component is a soft whistling, somatic is a downward-thrust thumb.

Clean (Abjuration)

Area of Effect: 4 sq. yds.

Casting Time: 1/2 segment

This cantrip enables the caster to remove heavy soil, dirt, and like foreign objects from floors, walls, dishes, windows, etc. The subject surfaces are then spotless, but care must be taken in removal of pigments and the like, so usually only one type of material will be treated in a single application. Verbal component is a low outrush of air, somatic is a circular hand motion.

Color (Evocation)

Area of Effect: 1 cubic yd.

Casting Time: 1/2 segment

By use of this cantrip, the caster brings color to an object. It can be used to restore faded hues or to tinge those already colored with a different hue. Thus, dull or faded fabric can be brightened, pigments restored, or even hair or skin changed to another color. The effect must be renewed every 30 days. Verbal component is a humming, somatic is a back-and-forth or wringing hand motion.

Dampen (Evocation)

Area of Effect: 1 cubic yd.

Casting Time: 1/2 segment

When a cantrip of this sort is cast, the subject area is permeated by a fog-like dampness which leaves all material within it damp to the touch. It is useful for many sorts of things. It is hard on parchment, and it similarly makes it and like substances hard to set aflame. Those within the area of effect of the *dampen* cantrip will be enwrapped in a light fog, and objects in this fog, while still visible, will lose their detail. Verbal component is a low hooting or a hummed ditty, somatic is a hand gesture upwards with writhing fingers.

Dry (Abjuration)

Area of Effect: 1 cubic yd.

Casting Time: 1/2 segment

This cantrip removes dampness and excess moisture from materials within the area of effect. It is useful for cloth, herbs, and cleaning chores. Verbal component is similar to that of the *dampen* cantrip, and the somatic is a two-handed wringing motion.

Dust (Abjuration)

Area of Effect: 10' radius

Casting Time: 1/2 segment

A cantrip of this sort removes all fine dust and tiny grit particles from exposed surfaces such as floors, shelves, walls, etc. The material so removed is transported elsewhere, but new dust can accumulate, of course. Verbal component is a continuous in-drawing of breath, somatic is a back-and-forth hand motion.

Exterminate (Abjuration)

Area of Effect: 1 small creature

Casting Time: 1/10 segment

When this cantrip is used, the caster may kill a small pest such as a fly, mouse, rat, beetle, or the like. It is useful for indoor and outdoor applications. If the subject is very small, an area of up to 1/2 cubic foot can be rid of pests. This cantrip is effective against magical creations and normal-sized creatures magically shrunk to insect-size, but has no effect on polymorphed creatures and similarly enchanted beings. The somatic gesture is a pointed finger, while the caster verbalizes a low *zzzt* sound.

Flavor (Enchantment)

Area of Effect: One object

Casting Time: 1/2 segment

This cantrip enables the caster to give the subject a superior or better or different flavor. Thus, mush can be made to taste as if it were lobster bisque, but the *dweomer* will not actually affect quality or wholesomeness. Spoiled food remains spoiled; a poisoned drink would still be deadly (though any tell-tale taste of the poison may be masked in this fashion). The verbal component is a muttered lip-smacking sound; the somatic gesture is a shaking motion.

Freshen (Enchantment)

Area of Effect: One object

Casting Time: 1/2 segment

By means of this cantrip, the caster brings new life or freshness to the object desired. The magic applies to food and drink items such as milk, beer, meat, and raw vegetables. It also works with cut vegetables, flowers, herbs, etc. Although it will remove a slight taint of spoilage, restore drooping flowers, and so on, it is not as effective as a *purify food & drink* spell, and it lasts for but an hour. The subject must be of relatively small size, i.e. a small cask of liquid, a sheep, a bushel of vegetables, etc. If used on a creature that is harmed by magics such as *purify food & drink*, the cantrip inflicts 1-4 points of damage. The verbal component is an *mmmmmm* sound, while the hand makes a mystic symbol with thumb and forefinger forming a circle and the other fingers upright and apart.

Gather (Alteration)

Area of Effect: 1 sq. yd.

Casting Time: 1/6 segment

This cantrip enables the caster to neatly gather numerous small objects into a stack or pile. For instance, if nails, nuts, coins, papers, or like objects were spilled, the magic would bring them together. It can be used selectively, for instance to separate one type of material from another, but only the selected type would be gathered neatly. The caster verbalizes the type of material to be gathered while making a gathering motion.

Polish (Alteration)

Area of Effect: One object

Casting Time: 1/2 segment

When this cantrip is used, the caster magically smooths and brings a luster to materials such as wood, metal, stone, leather, or ceramic. Naturally, the desired object must be relatively clean in order for the cantrip to be effective. The object affected must be of reasonable size — a floor of up to 1,000 square feet, an armoire, etc. It works better on smaller objects, of course, such as boots, mirrors, crystal containers, etc. The caster hums a ditty while making a buffing motion.

Salt (Evocation)

Area of Effect: One object

Casting Time: 1/6 segment

This cantrip causes a sprinkling of fine salt to magically appear and descend upon the desired object — a stew, some troublesome weed patch, or a barrel full of stock fish to be preserved. The object must be of a reasonable size — up to perhaps 4 square yards in area or about 30 gallons liquid volume. Care must be taken to avoid over-salting if the object involved is smaller, and if the object is larger, it will not receive much salt. Creatures adversely affected by salt (such as a giant slug) take 1-4 points of damage from this cantrip. The verbal component is a labial smacking, performed while the hand makes a sprinkling motion.

Shine (Alteration)

Area of Effect: One object

Casting Time: 1/2 segment

Similar to the *polish* cantrip, this magic allows the caster to remove tarnish, rust, corrosion, and similar substances from the desired object. This cantrip brings about a mirror-bright shine to objects capable of such, causing their surfaces to be smooth and unmarred. A piece of jewelry, for instance, would be made more attractive, and the gems (only) of such a piece might be actually made more valuable: If base value of the gem(s) in a piece of jewelry was originally decreased, and a *shine* cantrip is used upon the object, then the owner may (if desired) find out whether the value of the gem(s) has been changed. (The DM should roll again on the "Increase or Decrease of Worth Beyond Base Value" table on page 26 of the DMG, with a -1 modifier to the die roll.) No gem can be "re-valued" in this manner more than once.

A single object up to about 1 cubic yard in volume can be treated by this cantrip. Its components are similar to those of *polish*.

Spice (Evocation)

Area of Effect: One object

Casting Time: 1/2 segment

Unlike the *flavor* cantrip, this magic actually brings a particular spice to the object of food or drink. Thus, ginger, pepper, and like spices can be brought to add zest (or disguise). Herbs such as bay leaf, garlic, parsley, and so forth can likewise be evoked by this cantrip. The quantity is sufficient to spice food or drink for about a dozen people. The spice (or herb) appears over the object vessel as a fine powder or flake, falls upon it, and adds its substance to the dish or drink. A ditty is hummed for the verbal component, while the hand makes a crumbling and sprinkling motion.

Sprout (Alteration)

Area of Effect: 1 cubic yd.

Casting Time: 1/2 segment

By means of this cantrip, the caster causes acceleration in the growth of plants, particularly with respect to the germination of plant seeds. Upon its casting, the cantrip will cause seeds to shoot forth tiny sprouts, newly sprouted plants to grow an inch or so, buds to flower, etc. Fruits and vegetables can be caused to ripen (or actually go past ripening to spoilage) by this cantrip. A susurrant sound is verbalized while the caster's hand makes hoeing motions.

Stitch (Alteration)Area of Effect: *Special*

Casting Time: 1/2 segment

This cantrip magically sews seams in cloth or leather. It will make new ones, or repair old work. About 20 yards of cloth can be thus stitched, but only about 2 yards of leather. The seam thus created is neither stronger nor weaker than a seam done without magic. Usually a brief rhyme is recited as the hand makes a sewing motion.

Sweeten (Evocation)

Area of Effect: One object

Casting Time: 1/2 segment

This cantrip is the same as a *spice* cantrip, except that the result is the evocation of a sweetener — sugar, honey, or even a syrup. Components are a buzzing sound and a stirring motion.

Tie (Alteration)

Area of Effect: One object

Casting Time: 1/2 segment

By means of this cantrip, the caster can magically cause the object of the magic — thread, string, cord, rope, or even cable — to tightly knot itself to either its other end or an end of a similar object within 1' of it. The resulting knot will be a normal one such as a square knot, half-hitch, running bowline, or whatever other sort is desired. The caster verbalizes the name of the knot while holding up three fingers.

Warm (Evocation)

Area of Effect: 1' cube

Casting Time: 1/2 segment

This cantrip is the same as *chill*, except that the magic brings a warming of the liquid or solid. The temperature will rise at most about 40° F. The cantrip will never cause living creatures to become warmer than their normal body temperature. Components are an *aah* sound vocalized while the hands are rubbed briskly together.

Wrap (Alteration)

Area of Effect: 1 cubic yd.

Casting Time: 1/2 segment

When a *wrap* cantrip is employed, the caster creates a strong and sturdy wrapping around the subject desired — a bit of herbs, a heap of flour, a bundle of cloth, etc. The material of the cantrip is of a suitable type and thickness for the item(s) to be wrapped. Thus, a few ounces of fine powder will be contained in a waxy tissue, gem stones in a felt-like envelope, meal in cloth, and so forth. The wrapping can be undone normally, but the caster can just as easily order it to open, so the cantrip is often used to enfold the material components of a spell. The caster verbalizes a general class of wrapping desired while making folding motions with his hands.

Reversed Cantrips:**Curdle** (Enchantment)Area of Effect: *One object* Casting Time: *1/6 segment*

This cantrip is broader than its name, for it affects many food and drink items. The magic curdles milk and hastens spoilage or wilting, but does not *putrefy food & drink* as per that spell. It has a permanent effect on the object. It is otherwise similar to *freshen*. The caster verbalizes a retching sound while pointing the thumb downward.

Dirty (Evocation)Area of Effect: *4 sq. yds.* Casting Time: *1/6 segment*

The opposite of a *clean* cantrip, this enables the caster to soil, spot, and sully walls, floors, dishes, garments, etc. Verbal component is a spitting sound, made while the feet are shuffled and stamped.

Dusty (Evocation)Area of Effect: *10' radius* Casting Time: *1/6 segment*

By means of this cantrip, the caster causes a film of dust and grime to settle upon all exposed surfaces within the cantrip area of effect. The verbal component is a low humming sound, made while the hands move in shaking motions.

Hairy (Alteration)Area of Effect: *One object* Casting Time: *1/10 segment*

While this cantrip is not actually one of the standard *useful* ones which apprentices reverse for mischievousness, it is one which is generally used for no good purpose. It causes hair, fur, or hairlike growth to thicken and lengthen. Thus, a head of hair, a peach, a beard, a cat, or whatever could be affected. The growth will cause the subject material to increase from 2-12 inches in length. The subject material must be trimmed or cut to remove the cantrip's effect. This cantrip can be reversed to shorten growth or effectively shave, but since the effect on short material (growth under 1 inch in length) is complete absence of growth for 2-12 days, it is not often used. The caster verbalizes snicking sounds while making massaging motions for growth, or scissoring motions for removal.

Knot (Alteration)Area of Effect: *One object* Casting Time: *1/2 segment*

This cantrip is a permutation of the *tie* cantrip. It causes the thread, string, cord, or rope to knot itself in such a manner as to be very difficult to untie, and from 2-8 rounds, minus dexterity bonus for reaction of the individual untying the *knot*, to undo. It works even on material already affected by a *tie* cantrip, but not on magical ropes, ropes being held onto by a character or creature, or taut lines such as a bowstring. The caster verbalizes a low zzzz sound while moving the arm forward with a strong wrist motion.

Ravel (Alteration)Area of Effect: *Special* Casting Time: *1/10 segment*

This cantrip is the reverse of a *stitch*. It will work only if there is a loose or broken thread in the seam or fabric to be affected, except for material magically stitched by the appropriate cantrip. When the latter sort of seam or material is involved, the *ravel* cantrip will always work except in a case where the subject is otherwise magical, i.e. a *bag of holding*, a *cloak of protection*, *boots of elvenkind*, etc. The name of the cantrip is verbalized while the fingers make a plucking motion.

Sour (Evocation)Area of Effect: *One object* Casting Time: *1/2 segment*

When this cantrip is used, the caster causes the subject food or drink to take on a sour taste, not unlike vinegar of the appropriate sort. While it is typically used to spoil wine, beer, or some pastry, the *sour* cantrip can be used to useful purpose. The magic actually causes about a pint (maximum) of vinegar to appear over the subject. This can be an empty container in which such liquid is desired. The caster purses the lips and makes a *whoosh* sound while clenching the hand.

Spill (Alteration)Area of Effect: *One container* Casting Time: *1/6 segment*

The opposite of a *gather* cantrip, this enables the caster to cause the contents of a container to spill out. The object container is actually tipped by the cantrip, and since the magic is not powerful, containers of more than about gallon size, or magical ones, will not be affected by the cantrip. Solids and/or liquids within the object container will spill out, if the container is not securely closed or capped. To bring about the magic, the caster verbalizes an *uh-oh* sound while making an abrupt hand motion.

Tangle (Alteration)Area of Effect: *One object* Casting Time: *1/6 segment*

A permutation of the *tie* cantrip, this magic allows the caster to cause fine material such as thread, hair, small grass, and the like to become twisted and entwined in a tangle. It will not work on heavy material such as rope. Untangling subject material will take 3-12 rounds, unless it is roughly done — and the material is broken and snapped in the process, torn loose, etc. The cantrip will tangle mixed materials such as grass and string, hair and threads, and so forth. A buzzing is verbalized while the finger makes a stirring motion.

Tarnish (Alteration)Area of Effect: *One object* Casting Time: *1/2 segment*

The reverse of a *shine* cantrip, this causes a covering of rust, corrosion, verdigris, or the like to cover an object normally subject to such tarnishing. The object must be of about 1 cubic yard or less in volume. Verbal component is a spitting sound, while the hand makes a sprinkling motion.

Untie (Alteration)Area of Effect: *One object* Casting time: *1/3 segment*

This permutation of a *tie* cantrip is simply the reverse of the magic. The caster selects an object — thread, string, cord, etc. — which is knotted or tied. The cantrip removes the *knot* or tying. Note that the *untie* cantrip will cause a *tangle* to be nullified. The cantrip will not remove both a *knot* and a normal tying (normal knot or one caused by a *tie* cantrip), but it will cause the former to disappear so that only a normal tying remains. This cantrip has no effect on magical objects. Somatic and verbal components vary according to the desired result. In general, a popping sound is made while the hands are moved apart — either as if a knot were being untied or a cord snapped.

Wilt (Enchantment)Area of Effect: *One object* Casting Time: *1/2 segment*

A reverse of the *freshen* cantrip which affects only vegetable material — whether growing or picked. Thus, a plant can be made to wilt (or possibly wither if it is not very healthy), or a bunch of cut flowers sag or droop. Verbal component is a descending hum, while the forefinger is slowly curled from an upright position.

Legerdemain Cantrips:**Change (Alteration)**

Area of Effect: *One object* Casting Time: *1/10 segment*

By means of a *change* cantrip, the caster alters one small object to another, although the change must be within the same kingdom, and only animal and vegetable objects are affected. Thus, a piece of parchment can be changed to a brightly colored cloth square, then the cloth can be changed to a rose by another use of the cantrip. Likewise, a bird can be changed into a bat, the bat to a flying squirrel by another use of the same type of cantrip, and so forth. Each change requires a *change* cantrip. The cantrip will not cause more than a 50% increase or decrease in size/volume, and the effect will last for a base time of 1 turn. If the *change* is radical, then the time will be reduced accordingly; i.e., changing a dead object to a live one is a radical change and will last only 1 round. On the other hand, a very slight alteration such as color change or the like will last for 1 or more days. A saving throw against this magic does not apply as long as small, animal-intelligence, non-magical creatures of normal sort are concerned. Typically, a magic word is verbalized while the hand makes a pass over the object to be affected.

Distract (Enchantment)

Area of Effect: *Special* Casting Time: *1/3 segment*

By means of this cantrip, the caster causes all who are watching to look at an area of the caster's choice. The area must be to the right or left of the caster, and the distraction must be within 10 feet of the caster. Thus, the caster can cause viewers to watch his or her right hand and a location a few feet distant where the caster's finger is pointing, while the caster's left hand does something unnoticed. Saving throws apply only to individuals above 0 level, or with at least 1 + 1 hit dice and an intelligence rating of greater than *low*. The *distract* cantrip has a duration of only 1 segment. The caster speaks an attention-getting word or phrase and gestures to the left or right to effectuate the cantrip.

Hide (Illusion)

Area of Effect: *One object* Casting Time: *1/10 segment*

This cantrip allows the caster to magically *hide* an object of virtually any size for a short period of time. The cantrip casts a *dweomer* over the desired object so that it becomes invisible to all who are in front of the caster. Note that the magic does not affect sound, so that if a crowing rooster were made to seemingly disappear, the noise of its cry would still be heard. Likewise, if an elephant were hidden by the cantrip, the sound of its tread, trumpeting, or even breathing might be heard. The *dweomer* will not work if viewers are beside or behind the caster. The cantrip lasts for 1 turn on an object of 2 cubic yards or less in volume. The duration is reduced by 1 round for every additional 2 cubic yards of volume made to seemingly disappear, until at 20 cubic yards of volume, the duration is 1 round. At over 20 cubic yards of volume, duration is reduced by 1 segment per 2 additional cubic yards; i.e., the *hide* cantrip will have a duration of 9 segments if cast on an object of 22 cubic yards volume; 8 segments for 24 cubic yards, 7 segments for 26, 6 for 28, 5 for 30, 4 for 32, 3 for 34, 2 for 36, and 1 segment for 38 cubic yards. Anything over 38 cubic yards in volume will at best momentarily disappear and then reappear again. Verbal component is an activating word such as *abracadabra* while the hand makes a pass across the forepart of the object. The caster can dispel the cantrip simply by speaking the activating word.

Mute (Alteration)

Area of Effect: *One object* Casting Time: *1/10 segment*

The *mute* cantrip allows the caster to alter the shape of small objects of a mineral nature. The magic is effective against glass, metal, stone, etc. A plane can be altered to a rod, a torus to a sphere, etc. Thus, a coin could be changed to be a ring. Similarly, glass could be changed to crystal, lead to silver, copper to gold, etc. However, the *dweomers* of magical items are too strong for this cantrip to affect them. The duration of the *mute* is but 1 round. If another individual actually touches the object affected, the *dweomer* of the cantrip might be affected: The individual touching it makes a saving throw versus spell, and if it succeeds the cantrip is dispelled. The components for the *mute* cantrip are similar to those of a *change* cantrip.

Palm (Illusion)

Area of Effect: *One small item* Casting Time: *1/10 segment*

This cantrip enables the caster to secret a small object in his hand without seeming to do so. The *dweomer* creates an illusory duplicate of the object to be palmed, so that the other can be taken while under a form of *hide* cantrip (which actually works regardless of viewer position). The illusory duplicate of the palmed object lasts but 1 segment, so it must be covered or screened from view, or else any onlookers will see it wink out of existence. A special word is spoken while a digit points at the object to be palmed. The caster may then pick up the now-invisible actual object while seemingly only touching or handling the illusory duplicate.

Present (Alteration)

Area of Effect: *One small item* Casting Time: *1/6 segment*

A *present* cantrip enables the caster to bring any small object or series of objects from within a 2-foot radius of his or her person to his or her hand. The object or objects will appear magically in the caster's hand as he or she puts the hand upward or outward with a flourish and speaks the key word to begin the *dweomer*. If an object as large as a tankard is thus presented, the cantrip will be exhausted, but as many as a dozen coins could be brought to the hand before the *dweomer* failed. The caster must know the exact nature and location of the object or objects to be presented. If they are on the person of another individual, a saving throw versus spell applies to the individual, unless the object or objects are in plain sight.

Person-Affecting Cantrips:**Belch (Evocation)**

Area of Effect: *One person* Casting Time: *1/10 segment*

When this cantrip is cast, the subject will involuntarily belch. A saving throw is applicable only to see how loud or muffled the burping is, failure indicating a very loud belch, success meaning that the sound is relatively low and muffled. The verbal component is an almost inaudible belch, done at the same time that the caster's hand presses his or her diaphragm.

Blink (Evocation)

Area of Effect: *One person* Casting Time: *1/10 segment*

By means of this cantrip, the caster causes the subject person (or creature) to blink his, her, or its eye or eyes. The blinking reaction is only momentary, of course, lasting no more than half a second. A successful saving throw indicates only a single eye wink, or no effect for one-eyed creatures. The verbal component is a softly spoken magical word (such as *hat-cha-cha*), voiced while the caster snaps his fingers.

Cough (Evocation)Area of Effect: *One person*Casting Time: *1/3 segment*

This cantrip enables the caster to make the subject individual cough spasmodically. If a saving throw is made, the cough is only a brief hacking which will not usually disturb other activities. Failing the saving throw indicates the victim is affected by a loud and active series of coughs lasting from 1 to 3 seconds. The somatic component is a gagging gesture while a gasp is verbalized.

Giggle (Charm)Area of Effect: *One person*Casting Time: *1/3 segment*

By means of this cantrip, the caster causes the subject individual to involuntarily giggle. The loudness and length of this reaction depend on the saving throw. If the subject fails to save, the result will be a chuckle or giggle lasting about 2 or 3 seconds. If the save succeeds, only a brief chuckle will be caused. The verbal component is a single word or phrase (known in magical circles as a "punch line") to be spoken while one finger is moved back and forth rapidly.

Nod (Evocation)Area of Effect: *One person*Casting Time: *1/10 segment*

This cantrip causes the subject to give an involuntary nod of the head due to muscle contraction. The effect is as if the subject were nodding in agreement or as a greeting. A successful saving throw negates the effect. The caster gives a slight nod of the head while pointing his or her small finger at the subject.

Scratch (Evocation)Area of Effect: *One creature*Casting Time: *1/6 segment*

A *scratch* cantrip causes the subject creature to experience an annoying itch on some portion of the body. Unless a saving throw is successful, the subject will involuntarily scratch at this itch. This scratching will take but a second, and will immediately cause the itch to cease. Verbal component is the name of some body pest (flea, louse, etc.), uttered while the area of the itch is pointed to.

Sneeze (Evocation)Area of Effect: *One creature*Casting Time: *1/2 segment*

A cantrip of this nature causes an irritation in the nasal passages of the subject. Unless the subject makes a successful saving throw versus spell, a sneeze will occur. This single sneeze will relieve the irritation. The caster verbalizes the name of an irritant substance while touching his or her nose.

Twitch (Evocation)Area of Effect: *One creature*Casting Time: *1/3 segment*

By means of this cantrip, the caster causes a muscle contraction in some portion of the subject creature's appendages — head, neck, hand, arm, foot, leg, etc. The twitch will be noticeable, but will not cause the subject great discomfort or loss of control or concentration. The cantrip is negated by a successful saving throw. Verbal component is the name of the area to be affected while the caster gazes at the area and makes a twitching motion with the hand.

Wink (Enchantment)Area of Effect: *One person*Casting Time: *1/10 segment*

This cantrip enables the caster to cause the subject individual to wink one eye. A saving throw indicates that the winking is rapid and not greatly noticeable, while failure to save indicates a greatly exaggerated, prolonged winking. The caster speaks a magical phrase (such as *twenty-three skidoo*) while making an imperceptible winking of his or her eye.

Yawn (Evocation)Area of Effect: *One creature*Casting Time: *1/6 segment*

A *yawn* cantrip makes the subject creature feel a brief wave of drowsiness which in turn evokes a yawn reaction. If a saving throw versus spell succeeds, the subject creature is totally unaffected by the *dweomer* of the cantrip. Failure, however, not only forces a yawn to immediately occur, but the subject is then more susceptible to a *sleep* spell. During the balance of the round in which the *yawn* cantrip was cast, and during the whole of the following round, the subject will automatically fall into comatose slumber from a *sleep* spell cast upon it, so 1 additional creature will be vulnerable to the spell if more than 1 creature of 4 or fewer hit dice are subjected to the spell. Further, if creatures of 4 + 1 to 4 + 4 hit dice are involved, there is then a chance that two such creatures will actually be affected by *sleep*. Even a creature of up to 5 + 2 hit dice can be affected by *sleep* if previously victimized by a *yawn* cantrip, but the effect of the *sleep* spell is rolled for as if the creature had 4 + 1 to 4 + 4 hit dice; i.e., there is a 50% chance that it will not be affected. The caster hums a lullaby for the verbal component while making a rocking motion with cupped hands.

**Personal Cantrips:****Bee (Summoning)**Area of Effect: *One bee*Casting Time: *1/2 segment*

When this cantrip is used, the caster summons a honey bee from someplace — where is of no importance, for the creature appears in seconds. The bee will appear in whatever spot the caster is gazing at, up to 1" distance from him or her. The bee is, of course, annoyed, and it is 90% likely to sting any living creature it finds itself upon. (This will certainly cause the subject to react violently if it would otherwise be so affected by a bee sting.) The verbal component is a low buzzing sound, made while the caster moves a forefinger through flight-like passes.

Bluelight (Conjuration)Area of Effect: *1/4' diam. sphere*Casting Time: *1/2 segment*

This cantrip enables the caster to conjure a small sphere of glowing blue radiance. The light has an eerie effect when seen from a distance, but the 3-inch sphere only illuminates an area of 5' around itself. Furthermore, the *bluelight* does not cast reflections beyond this radius. The light does not affect either infravision or ultravision. When the caster says a rhyme using the words *blue* and *light* in any combination, the *bluelight* appears in his or her open palm and remains aglow until the caster ceases to concentrate on it.

Bug (Summoning)Area of Effect: *One bug*Casting Time: *1/2 segment*

A variation of the *bee* cantrip, the *bug* cantrip enables the caster to summon some form of crawling insect. The beetle or bug appears in the same manner as the bee summoned by the cantrip of that name. It will likewise be irritated and will pinch, bite, or otherwise attack the creature it might find itself upon, with appropriate results. Verbal component is the name of the insect desired while the caster's forefinger makes a sliding and pointing motion at the desired area of the bug's appearance (up to 1" distant).

Firefinger (Alteration)Area of Effect: *1/2' line*Casting Time: *1/3 segment*

The *firefinger* cantrip enables the caster to cause a jet of flame up to one-half foot in length to shoot forth from his or her finger. The flame is very hot and will ignite combustible materials such as parchment, twigs, kindling, and the like without difficulty, providing the materials are relatively dry. The flame persists for up to 1 segment. To bring about the magic of this cantrip, the caster speaks a word of power over elemental fire (such as *ron-son*, *zip-po*, or the much revered word, *dun-hill*), extends the forefinger, and makes a sideways motion with the thumb.

Gnats (Summoning)Area of Effect: *1 cubic foot*Casting Time: *1/2 segment*

A cantrip of this nature is similar to the *bee* and *bug* cantrips described above, except that when it is used a cloud of gnats is summoned. The swarm will immediately proceed to fly around the head of the nearest living creature (which must be no more than 1" from the caster), and unless this creature makes a successful saving throw versus poison, the cloud of gnats will distract the creature for from 1-4 segments before the gnats fly elsewhere. The verbal component is a high-pitched buzzing sound made with the tongue and upper palate while the caster points a digit at the area in which the gnat cloud is to appear.

Mouse (Summoning)Area of Effect: *One mouse*Casting Time: *1/2 segment*

Similar to the cantrip which summons a bee or a bug, the *mouse* cantrip enables the caster to bring forth a mouse up to 1" from his or her position. The animal will be a typical field mouse or as similar a species as possible. When it arrives, the caster will have no control over the mouse, and the animal will behave as would any mouse in the given situation. The caster speaks a summoning word (typically the name of a food desirable by mice) while holding his or her hands in such a way as to resemble mouse ears.

Smokepuff (Evocation)Area of Effect: *1' diam. cloud*Casting Time: *1/3 segment*

When this cantrip is employed, a puff of actual smoke appears in the desired location, up to 1" distant from the caster, and will ascend as would a normal cloud of smoke, or be dissipated, depending on the prevailing conditions. The caster can cause the smoke to be either white, gray, black, brown, yellow, or green. The caster names the color of smoke desired while moving a hand from an extended horizontal position to a vertical one, meanwhile breathing forth a puff of air.

Spider (Summoning)Area of Effect: *One spider*Casting Time: *1/2 segment*

This cantrip, much as does a *bee* or *bug* or *mouse* or *gnats* cantrip, summons a small, ordinary spider from elsewhere to the location desired by the caster, up to 1" distant from his or her person. The arachnid so summoned will usually be a common garden spider or the like, no larger than an inch or two in diameter, and basically harmless. There is a 5% chance that the creature will turn out to be one with powerful poison (black widow, brown recluse, etc.). Since the spider summoned will be annoyed, the creature upon which it finds itself, if such is the case, will be subject to an immediate bite attack. This will have only a momentary effect, distracting the victim for 1 segment, for a normal spider. If the spider is of the very poisonous sort, the victim must also make a saving throw versus poison at +4. Success indicates 1 point of damage is inflicted. Failure indicates 2 points of damage are inflicted, and the victim will feel sick and be unable to act normally for 1-4 days unless a *neutralize poison* spell is cast to remove the toxin. (A *slow poison* spell will defer the sickness for 1 day.) To cast the cantrip, the caster speaks the word *arachnid* while spreading his or her fingers and wiggling them.

Tweak (Conjuration)Area of Effect: *One creature*Casting Time: *1/3 segment*

By means of this cantrip, the caster causes an unseen thumb and forefinger to harmlessly, but annoyingly, tweak some portion of a chosen subject within a 1" radius of the caster. Portions subject to the *tweak* cantrip are: cheek, nose, ear, beard, moustache, whiskers, or tail. The cantrip's effects do not disturb spell casting, although the tweaking might distract any creature by causing it to turn to discover the source of the annoyance. A failure to save versus spell (with respect to creatures with an intelligence under 7), or failure to roll a score greater than intelligence on 3d6 (with respect to creatures with intelligence of 7 or greater), indicates a 1-segment distraction. The caster speaks a magic phrase (such as *kitchy-kitchy-coo*) while making a pinching and pulling motion with thumb and forefinger.

Unlock (Conjuration)Area of Effect: *One lock*Casting Time: *1/2 segment*

This cantrip enables the caster to conjure an invisible, key-like force appropriate to the locking mechanism to be opened (or closed). The *unlock* cantrip will affect only simple locks of the most basic sort — typically those which have closing pressure prongs or bolt and pins, or bolt and spring closures. Locks with tumblers or levers, as well as secret-combination locks, are not subject to this cantrip. Note that simple locks with complex wards to prevent skeleton-key triggering will be subject to an *unlock* cantrip. While the caster speaks a word or phrase associated with locks (*tick-tock-doublelock* or *yah-el*, etc.) he or she makes a twisting motion with fingers held as if to grasp a key.

Haunting-Sound Cantrips:**Creak** (Evocation)Area of Effect: *Special*Casting Time: *1/6 segment*

By means of this cantrip, the caster evokes a noise similar to that of a door with corroded hinges slowly opening, or else a sound as if someone or something were walking across squeaking floorboards. The former sound lasts for 1/3 segment; the latter noise will last half a segment and seem to traverse up to 10 feet distance. The caster makes a low creaking sound in his or her throat while using a hand to make an opening motion or fingers to make a walking motion.

Footfall (Illusion)Area of Effect: *Special*Casting Time: $\frac{1}{6}$ segment

When this cantrip is used, the caster creates the audial illusion of footsteps. The sound is as if a human or humanoid was walking. The footfalls can be soft or fairly noisy. They can approach, move away from, follow, or otherwise seem to parallel a person or party. They must begin within 1" of the caster, but they may thereafter move away from him or her up to a 2" distance, or may approach closer than 1". The caster must softly vocalize sounds similar to footsteps while pointing in the area they are to occur initially and subsequently.

Groan (Illusion)Area of Effect: *Special*Casting Time: $\frac{1}{6}$ segment

A *groan* cantrip creates the audible illusion of a wracking cry coming from some location no more than 1" from the caster. Naturally, those creatures within hearing distance are allowed a saving throw versus spell, and if it succeeds, the individual will hear no such noise. The caster makes a soft groaning sound in his or her throat while pointing to the area from which the sound is to appear to come. A container or door will not hamper the range, so that a groaning sound can be made to seem to come from behind a door, in a chest, etc.

Moan (Illusion)Area of Effect: *Special*Casting Time: $\frac{1}{10}$ segment

This cantrip is the same as a *groan* cantrip, except that the sound involved is either a pitiful moaning or else an eerie one. The desired sound is either a low-pitched one for the haunting effect or a high-pitched one for the pitiful effect.

Rattle (Illusion)Area of Effect: *Special*Casting Time: $\frac{1}{10}$ segment

By means of this cantrip, the caster causes the audible illusion of a rattling sound associated with chains. Its direction and distance is the same as for a *groan* cantrip. The sound will last for up to 2 seconds. All creatures within 1" of the sound are entitled to a saving throw versus spell to determine whether they hear the illusionary sound. The spell caster names the rattling device which he or she desires to create the illusion of while shaking one hand vigorously.

Tap (Evocation)

Area of Effect: 1 sq. ft.

Casting Time: $\frac{1}{6}$ segment

By means of this cantrip, the caster is able to evoke an invisible force which will tap or rap against some solid object — a door, lid, floor, table, wall, pane, or whatever. The sound will occur once, twice, or thrice, according to the number of fingers extended by the caster. It is an actual sound; creatures within 1" of the noise will certainly hear it if they are able. Verbal component is a hollow sound created by the tongue against the palate, or a key phrase spoken softly, while the finger makes a tapping motion.

Thump (Illusion)Area of Effect: *Special*Casting Time: $\frac{1}{10}$ segment

An audible illusion, the *thump* cantrip causes all creatures within a 1" radius of the area of effect to hear a loud but muffled thumping sound, as if something large just fell from a height of a foot or so. A successful saving throw versus spell nullifies the cantrip's effect. The caster can cause the sound to seemingly come from any location within a 1" radius of his or her person. The caster swallows loudly while pointing toward the area where the cantrip is to come from, while thinking of the thumping sound.

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Area of Effect: 1 sq. ft.

Casting Time: $\frac{1}{6}$ segment

By means of this cantrip, the caster is able to evoke an invisible force which will tap or rap against some solid object — a door, lid, floor, table, wall, pane, or whatever. The sound will occur once, twice, or thrice, according to the number of fingers extended by the caster. It is an actual sound; creatures within 1" of the noise will certainly hear it if they are able. Verbal component is a hollow sound created by the tongue against the palate, or a key phrase spoken softly, while the finger makes a tapping motion.

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Whistle (Evocation)Area of Effect: *Special*Casting Time: $\frac{1}{6}$ segment

When this cantrip is cast, the dweomer causes a faint or loud whistling sound. A faint whistling can be heard within 10', a loud one within 30'. The sound can be sharp and normal-seeming or echoing, hollow, and eerie. The caster must whistle softly in a manner similar to the desired sound while he or she looks at the area from which the sound is to come and holds two fingers near his or her mouth.

First Level Spells:**Affect Normal Fires (Alteration)**

Level: 1

Range: $\frac{1}{2}$ "/level

Duration: 1 round/level

Area of Effect: 3' diameter fire

Components: V, S

Casting Time: 1 segment

Saving Throw: None

Explanation/Description: This spell enables the magic-user to cause small fires — from as small as a torch or lantern to as large as a normal bonfire of 3' maximum diameter — to reduce in size and light to become match-like or increase in light so as to become as bright as a *light* spell. Reducing the fire will cut fuel consumption to half normal, and increasing the fire will double consumption. Note that heat output is not altered in either case!

Alarm (Evocation)

Level: 1

Range: 1"

Duration: 2-8 turns + 1 turn/level

Area of Effect: Up to 20 sq. ft./level

Components: V, S, M

Casting Time: 1 round

Saving Throw: None

Explanation/Description: When an *alarm* spell is cast, the magic-user causes a selected area to react to the presence of any living creature larger than a normal rat, i.e. anything larger than about one-half cubic foot in volume or more than about 3 pounds in weight. The area of effect can be a portal, a section of floor, stairs, etc. As soon as any living creature sets foot upon the area, touches it, or otherwise contacts it, the *alarm* spell will evoke a loud ringing which will be clearly heard within a 60' radius. (Reduce the radius by 10' for interposing doors, by 20' for substantial interposing walls.) The sound will last for 1 segment and then cease. While undead creatures will not cause the spell to function, invisible creatures, as well as those from other planes who are otherwise alive, will do so. Ethereal or astrally projected creatures will not trigger an *alarm*, but flying and levitating creatures will. The material components of this spell are a tiny bell and a piece of very fine silver wire.

Armor (Conjuration)

Level: 1
 Range: Touch
 Duration: Special
 Area of Effect: One creature

Components: V, S, M
 Casting Time: 1 round
 Saving Throw: None

Explanation/Description: By means of this spell, the caster creates a magical field of force which serves as if it were leather armor (AC 8). If the spell is cast upon a person already armored, it has no effect. However, if it is cast upon a creature with an armor class normally better than 9 (due to its size, speed, skin, etc.) it will benefit the normal armor class by one step, i.e. AC 8 becomes 7, AC 7 becomes 6, and so on. The magic *armor* spell does not slow or hinder movement, adds no weight or encumbrance, nor does it prevent spell casting. It lasts until dispelled or until the wearer sustains cumulative damage totaling greater than 8 points + 1 per level of the caster. Thus, the wearer might take 8 points from an attack, then several turns later sustain an additional 1 point of damage. Unless the spell were cast by a magic-user of 2nd level or higher, it would be dispelled at this time. Until it is dispelled, the *armor* spell allows the wearer full benefits of the armor class gained due to the dweomer.

Note: This spell will not function in conjunction with protective magic devices other than a *ring of protection*. The material component is a piece of finely cured leather which has been *blessed* by a cleric.

Burning Hands (Alteration)

Level: 1
 Range: 0
 Duration: 1 round
 Area of Effect: Special

Components: V, S
 Casting Time: 1 segment
 Saving Throw: None

Explanation/Description: When the magic-user casts this spell, jets of searing flame shoot from his or her fingertips. Hands can only be held so as to send forth a fan-like sheet of flames, as the magic-user's thumbs must touch each other and fingers must be spread. The *burning hands* send out flame jets of 3' length in a horizontal arc of about 120° in front of the magic-user. Any creature in the area of flames takes 1 hit point of damage for each level of experience of the spellcaster, and no saving throw is possible. Inflammable materials touched by the fire will burn, i.e. cloth, paper, parchment, thin wood, etc.

Charm Person (Enchantment/Charm)

Level: 1
 Range: 12"
 Duration: Special
 Area of Effect: One person

Components: V, S
 Casting Time: 1 segment
 Saving Throw: Neg.

Explanation/Description: Except as shown above, this spell is the same as the second level druid spell, *charm person or mammal* (q.v.), but the magic-user can charm only persons, i.e. brownies, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, and troglodytes. All other comments regarding spell effects apply with respect to persons.

Explanation/Description: This spell will affect any single person or mammal it is cast upon. The creature then will regard the druid who cast the spell as a trusted friend and ally to be heeded and protected. The spell does not enable the druid to control the charmed creature as if it were an automaton, but any word or action of the druid will be viewed in its most favorable way. Thus, a charmed creature would not obey a suicide command, but might believe the druid if assured that the only chance to save the druid's life is if the creature holds back an onrushing red dragon for "just a round or two". Note also that the spell does not empower the druid with linguistic capabilities beyond those he or she normally possesses. The duration of the spell is a function of the charmed creature's intelligence, and it is tied to the saving throw. The spell may be broken if a saving throw is made, and this saving throw is checked on a periodic basis according to the creature's intelligence:

Intelligence Score

3 or less
 4 to 6
 7 to 9
 10 to 12
 13 to 14
 15 to 16
 17
 18
 19 or more

Period Between Checks

3 months
 2 months
 1 month
 3 weeks
 2 weeks
 1 week
 3 days
 2 days
 1 day

If the druid harms, or attempts to harm, the charmed creature by some overt action, or if a *dispel magic* (q.v.) is successfully cast upon the charmed creature, the charm will be broken automatically. The spell affects all mammalian animals and persons. The term *person* includes all bipedal human and humanoid creatures of approximately man-size, or less than man-size, including those affected by the *hold person* spell (q.v.). If the recipient of the *charm person/charm mammal* spell makes its saving throw versus the spell, its effect is negated.

Comprehend Languages (Alteration) Reversible

Level: 1
 Range: Touch
 Duration: 5 rounds/level
 Area of Effect: One written object or speaking creature

Components: V, S, M
 Casting Time: 1 round
 Saving Throw: None

Explanation/Description: When this spell is cast, the magic-user is able to read an otherwise incomprehensible written message such as a treasure map (but not a magical writing, other than to know it is "magic") or understand the language of a speaking creature. In either case, the magic-user must touch the object to be read or the creature to be understood, and the spell does not enable the spell caster to write or speak the language. The material components of this spell are a pinch of soot and a few grains of salt. The reverse, *confuse languages*, prevents comprehension or cancels a *comprehend languages* spell.

Dancing Lights (Alteration)

Level: 1
 Range: 4" + 1"/level
 Duration: 2 rounds/level
 Area of Effect: Special

Components: V, S, M
 Casting Time: 1 segment
 Saving Throw: None

Explanation/Description: When a *dancing lights* spell is cast, the magic-user creates, at his or her option, from 1 to 4 lights which resemble either A) torches and/or lanterns (and cast that amount of light), B) glowing spheres of light (such as evidenced by will-o'-wisps), or C) one faintly glowing, vaguely man-like shape, somewhat similar to that of a creature from the Elemental Plane of Fire. The *dancing lights* move as the spell caster desires, forward or back, straight or turning corners, without concentration upon such movement by the magic-user. The spell will wink out if the range or duration is exceeded. Range is a base of 4" plus 1" for each level of the magic-user who cast the spell. Duration is 2 melee rounds per level of the spell caster. The material component of this spell is either a bit of phosphorus or wychwood or a glowworm.



Detect Magic (Divination)

Level: 1
Range: 0
Duration: 2 rounds/level
Area of Effect: 1" path, 6" long

Components: V, S
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: The only differences between this spell and the first level cleric *detect magic* spell are noted above (duration, area of effect, and no material component).

Explanation/Description: When the *detect magic* spell is cast, the cleric detects magical radiations in a path 1" wide, and up to 3" long, in the direction he or she is facing. The caster can turn 60° per round. Note that stone walls of 1' or more thickness, solid metal of but 1/12' thickness, or 3' or more of solid wood will block the spell. The spell requires the use of the cleric's holy (or unholy) symbol.

Enlarge (Alteration) Reversible

Level: 1
Range: 1/2"/level
Duration: 1 turn/level
Area of Effect: Special

Components: V, S, M
Casting Time: 1 segment
Saving Throw: Neg.

Explanation/Description: This spell causes instant growth of a creature or object. *Enlargement* causes increase in both size and weight. It can be cast upon only a single creature or object. Spell range is 1/2" for each level of experience of the magic-user, and its duration is 1 turn per level of experience of the spell caster. The effect of the *enlargement* spell is to increase the size of a living creature (or a symbiotic or community entity) by 20% per level of experience of the magic-user, with a maximum additional growth of 200%. The effect on objects is one-half that of creatures, i.e. 10% per level to a 100% maximum additional enlargement. The creature or object must be seen in order to effect the spell. The maximum volume of living material which can be initially affected is 10 cubic feet — for non-living matter, 5 cubic feet — per level of the magic-user. While magical properties are not increased by this spell — a huge +1 sword is still only +1, a staff-sized wand is still only capable of its normal functions, a giant-sized potion merely requires a greater fluid intake to make its magical effects operate, etc. — weight, mass and strength are. Thus, a table blocking a door would be heavier and more effective; a hurled stone would have more mass (and be more hurtful providing enlargement took place just prior to impact); chains would be more massive; doors thicker; a thin line turned to a sizable, longer rope; and so on. Likewise, a person 12' tall would be as an ogre, while an 18' tall person would actually be a giant for the duration of the spell. The reverse spell, *reduce*, will negate the effects or actually make creatures or objects smaller in the same ratios as the regular spell application functions. Unwilling victims of the spell, or its reverse, are entitled to a saving throw, which, if successful, indicates the magic does not function, and the spell is wasted. The material component of this spell is a pinch of powdered iron.

Erase (Alteration)

Level: 1
Range: 3"
Duration: Permanent
Area of Effect: One scroll or two facing pages

Components: V, S
Casting Time: 1 segment
Saving Throw: Neg.

Explanation/Description: The *erase* spell removes writings of either magical or mundane nature from a scroll or one or two pages or sheets of paper, parchment or similar surfaces. It will not remove *explosive runes* or a symbol (see these spells hereafter), however. There is a basic chance of 50%, plus 2% per level of experience of the spell caster with respect to magical writings, plus 4% per level for mundane writing, that the spell will take effect. This represents the saving throw, and any percentile dice score in excess of the adjusted percentage chance means the spell fails.

Feather Fall (Alteration)

Level: 1
Range: 1"/level
Duration: 1 segment/level
Area of Effect: Special

Components: V, M
Casting Time: 1/10 segment
Saving Throw: None

Explanation/Description: When this spell is cast, the creature(s) or object(s) affected immediately assumes the mass of a feathery piece of down. Rate of falling is thus instantly changed to a mere constant 2' per second or 12' per segment, and no damage is incurred when landing when the spell is in effect. However, when the spell duration ceases, normal rate of fall occurs. The spell can be cast upon the magic-user or some other creature or object up to the maximum range of 1" per level of experience of the spell caster. It lasts for 1 segment for each level of the magic-user. The *feather fall* affects an area of 1 cubic inch, and the maximum weight of creatures and/or objects cannot exceed a combined total equal to a base 2,000 gold pieces weight plus 2,000 gold pieces weight per level of the spell caster. Example: a 2nd level magic-user has a range of 2", a duration of 2 segments, a weight maximum of 6,000 gold pieces (600 pounds) when employing the spell. The spell works only upon free-falling or propelled objects. It will not affect a sword blow or a charging creature, but it will affect a missile. The material component is a small feather or a piece of down somewhere on the person of the spell caster.

Find Familiar (Conjuration/Summoning)

Level: 1
Range: 1 mile/level
Duration: Special
Area of Effect: As spell range

Components: V, S, M
Casting Time: 1-24 hours
Saving Throw: Neg.

Explanation/Description: A familiar is of certain benefit to a magic-user, as the creature adds to the spell caster's hit points, it conveys its sensory powers to its master, and it can converse with and will serve as a guard/scout/spy as well. However, the magic-user has no control over what sort of creature will answer the summoning, or if any at all will come, and the power of the conjuration is such that it can be attempted but once per year. At such time as the magic-user determines to find a familiar, he or she must stoke up a brass brazier with charcoal, and when this is burning well, add 100 g.p. worth of incense, herbs (basil, savory, and catnip for sure), and fat. When these items are burning, the spell caster begins his or her incantation, and it must be continued until the familiar comes or the casting time is finished. Your referee will secretly determine all results. The magic-user has absolutely no control over what sort of a creature appears to become his or her familiar. This will be determined on the table below:

Die Roll (d20)	Familiar	Sensory Powers
1-4	cat, black	excellent night vision & superior hearing
5-6	crow	excellent vision
7-8	hawk	very superior distance vision
9-10	owl, screech	night vision equals human daylight visual ability, superior hearing
11-12	toad	wide angle vision
13-14	weasel	superior hearing & very superior olfactory power
15	special	— see sub-table below for details
16-20*	no familiar available	within spell range

*Subtract 1 from the die score for each 3 levels of experience of the spell caster, and if the score is 15 or less roll again using d16, and if a 16 is rolled then the result is final.

If a score of 15 is rolled, use the table below for a special familiar:

Alignment of Magic-User

chaotic evil or neutral chaotic
chaotic good, neutral, or neutral good
lawful neutral or lawful good
lawful evil or neutral evil

Result of Special Familiar

quasit (see **AD&D, MONSTER MANUAL**)
pseudo-dragon (see **AD&D, MONSTER MANUAL**)
brownie (see **AD&D, MONSTER MANUAL**)
imp (see **AD&D, MONSTER MANUAL**)

MAGIC USER SPELLS, 1ST LEVEL

Normal familiars have 2-4 hit points and armor class of 7 (due to size, speed, etc.). Each is abnormally intelligent and totally faithful to the magic-user whose familiar it becomes. The number of the familiar's hit points is added to the hit point total of the magic-user when it is within 12' of its master, but if the familiar should ever be killed, the magic-user will permanently lose double that number of hit points.

If a special familiar is indicated, details of the powers it conveys are given in **ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL** for all except the brownie. This creature becomes a friend and companion to the magic-user, and he or she will gain dexterity equal to the brownie's (18) and the advantage of never being surprised, as well as +2 on all saving throws. Note that special familiars are entitled to a saving throw versus magic when summoned by the spell, and if they succeed, they will ignore the spell, and **NO** familiar will be available that year to the caster.

A familiar will fight for the life of the magic-user it serves only in a life-and-death situation, and imps and quasits will be 90% likely not to do so at the risk of their own life.

Firewater (Alteration)

Level: 1
Range: 1"
Duration: 1 round
Area of Effect: 1 pint of water per level of caster
Components: V, S, M
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: By means of this spell, the magic-user changes a volume of water to a volatile, flammable substance similar to alcohol and likewise lighter than water. If this substance is exposed to flame, fire, or even a spark, it will burst into flames and burn with a hot fire. Each creature subject to *firewater* flame will suffer 2-12 hit points of damage. The *firewater* created will evaporate and be useless within 1 round, even if it is securely contained and sealed, so it must be utilized (ignited) within 10 segments of its creation. The material components of this spell are a few grains of sugar and a raisin.

Friends (Enchantment/Charm)

Level: 1
Range: 0
Duration: 1 round/level
Area of Effect: 1' + 1'/level of spell caster radius sphere
Components: V, S, M
Casting Time: 1 segment
Saving Throw: Special

Explanation/Description: A *friends* spell causes the magic-user to gain a temporary increase of 2-8 points in charisma — or a temporary lowering of charisma by 1-4 points — depending on whether creatures within the area of effect of the spell make — or fail — their saving throw versus magic. Those that fail their saving throw will be very impressed with the spell caster and desire greatly to be his or her friend and help. Those that do not fail will be uneasy in the spell caster's presence and tend to find him or her irritating. Note that this spell has absolutely no effect on creatures of animal intelligence or lower. The components for this spell are chalk (or white flour), lampblack (or soot), and vermillion applied to the face before casting the spell.

Grease (Evocation)

Level: 1
Range: 1"
Duration: Permanent
Area of Effect: 1 sq. ft. per level of caster
Components: V, S, M
Casting Time: 1 segment
Saving Throw: Special

Explanation/Description: A *grease* spell creates an area covered by a slippery substance of a fatty, greasy nature. Any creature stepping upon this area will have to save versus petrification or slip, skid, and fall. Of course, if a creature is aware of the area, it can possibly be avoided. The spell can also be used to cause a greasy coating on some surface other than that underfoot — a rope, ladder rungs, weapon handle, etc. Lone material objects will always be subject to such a spell use, but if the magic is cast upon an object being wielded or employed by a creature, the creature must fail a saving throw versus spell for the *grease* spell to be effective. A single saving throw will negate the effects. The material component of the spell is a bit of pork rind, butter, or other greasy material.

Hold Portal (Alteration)

Level: 1
Range: 2'/level
Duration: 1 round/level
Area of Effect: 80 square feet/level
Components: V
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: This spell magically bars a door, gate or valve of wood, metal or stone. The magical closure holds the portal fast just as if it were securely stopped and locked. The range of the spell is 2' per level of experience of the caster, and it lasts for 1 round per level. Note that any extra-dimensional creature (demon, devil, elemental, etc.) will shatter such a held portal. A magic-user of four or more experience levels higher than the spell caster can open the held portal at will. A knock spell (q.v.) or *dispel magic* spell (q.v.) will negate the *hold portal*. Held portals can be broken or battered down.

Identify (Divination)

Level: 1
Range: 0
Duration: 1 segment/level
Area of Effect: One item
Components: V, S, M
Casting Time: 1 turn
Saving Throw: Special

Explanation/Description: When an *identify* spell is cast, one item may be touched and handled by the magic-user in order that he or she may possibly find what dweller it possesses. The item in question must be held or worn as would be normal for any such object, i.e. a bracelet must be placed on the spell caster's wrist, a helm on his or her head, boots on the feet, a cloak worn, a dagger held, and so on. Note that any consequences of this use of the item fall fully upon the magic-user, although any saving throw normally allowed is still the privilege of the magic-user. For each segment the spell is in force, it is 15% + 5% per level of the magic-user probable that 1 property of the object touched can become known — possibly that the item has no properties and is merely a ruse (the presence of Nystul's Magic Aura or a magic mouth being detected). Each time a property can be known, the referee will secretly roll to see if the magic-user made his or her saving throw versus magic. If the save was successful, the property is known; if it is 1 point short, a false power will be revealed; and if it is lower than 1 under the required score no information will be gained. The item will never reveal its exact pluses to hit or its damage bonuses, although the fact that it has few or many such pluses can be discovered. If it has charges, the object will never reveal the exact number, but it will give information which is +/-25% of actual, i.e. a wand with 40 charges could feel as if it had 30, or 50, or any number in between. The item to be *identified* must be examined by the magic-user within 1 hour per level of experience of the examiner after it has been discovered, or all readable impressions will have been blended into those of the characters who have possessed it since. After casting the spell and determining what can be learned from it, the magic-user loses 8 points of constitution. He or she must rest for 6 turns per 1 point in order to regain them. If the 8 point loss drops the spell-caster below a constitution of 3, he or she will fall unconscious, and consciousness will not be regained until full constitution is restored 24 hours later. The material components of this spell are a pearl (of at least 100 g.p. value) and an owl feather steeped in wine, with the infusion drunk and a live miniature carp swallowed whole prior to spell casting. If a *luckstone* is powdered and added to the infusion, probability increases 25% and all saving throws are made at +4.

Jump (Alteration)

Level: 1
Range: Touch
Duration: Special
Area of Effect: Creature touched
Components: V, S, M
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: When this spell is cast, the individual is empowered to leap up to 30' forward or 10' backward or straight upward. Horizontal leaps forward or backward are in only a slight arc — about 2'/10' of distance traveled. The *jump* spell does not insure any safety in landing or grasping at the end of the leap. For every 3 additional levels of experience of the magic-user beyond the 1st, he or she is able to empower 1 additional leap, so a 4th level magic-user can cast a *jump* spell which enables the recipient to make 2 leaps, 3 leaps at 7th level, etc. All leaps must be completed within 1 turn after the spell is cast, for after that period has elapsed the spell wears off. The material component of this spell is a grasshopper's hind leg, one for each leap, to be broken when the leap is made.

Light (Alteration)

Level: 1
 Range: 6"
 Duration: 1 turn/level
 Area of Effect: 2" radius globe

Components: V, S
 Casting Time: 1 segment
 Saving Throw: None

Explanation/Description: With the exceptions noted above, this spell is the same as the first level cleric *light* spell (q.v.).

Explanation/Description: This spell causes excitation of molecules so as to make them brightly luminous. The *light* thus caused is equal to torch light in brightness, but its sphere is limited to 4" in diameter. It lasts for the duration indicated (7 turns at 1st experience level, 8 at 2nd, 9 at 3rd, etc.) or until the caster utters a word to extinguish the light. The *light* spell is reversible, causing *darkness* in the same area and under the same conditions, except the blackness persists for only one-half the duration that *light* would last. If this spell is cast upon a creature, the applicable magic resistance and saving throw dice rolls must be made. Success indicates that the spell affects the area immediately behind the creature, rather than the creature itself. In all other cases, the spell takes effect where the caster directs as long as he or she has a line of sight or unobstructed path for the spell; *light* can spring from air, rock, metal, wood, or almost any similar substance.

Magic Missile (Evocation)

Level: 1
 Range: 6" + 1"/level
 Duration: Special
 Area of Effect: One or more creatures in a 10 square foot area

Components: V, S
 Casting Time: 1 segment
 Saving Throw: None

Explanation/Description: Use of the *magic missile* spell creates one or more magical missiles which dart forth from the magic-user's fingertip and unerringly strike their target. Each missile does 2 to 5 hit points (d4+1) of damage. If the magic-user has multiple missile capability, he or she can have them strike a single target creature or several creatures, as desired. For each level of experience of the magic-user, the range of his or her *magic missile* extends 1" beyond the 6" base range. For every 2 levels of experience, the magic-user gains an additional missile, i.e. 2 at 3rd level, 3 at 5th level, 4 at 7th level, etc.

Melt (Alteration)

Level: 1
 Range: 3"
 Duration: 1 round/level
 Area of Effect: 1 cu. yd. of ice or 2 cu. yds. of snow per level of caster

Components: V, S, M
 Casting Time: 1 segment
 Saving Throw: Special

Explanation/Description: When a *melt* spell is cast, the magic-user effectively raises the temperature in the area of effect. This sudden increase in warmth will melt ice in 1 round, so that a 1st level magic-user can melt a cube of solid ice, 1 yard on a side, in 1 round after the spell is cast, so that the ice becomes water. Twice this volume of snow can be affected, so that the spell will melt 1 cubic yard of snow in 1/2 round, or will turn 2 cubic yards (1 yd. x 1 yd. x 2 yds.) of snow to water in 1 round. Against such monsters as white dragons, winter wolves, yeti, woolly rhinos, those composed of para-elemental ice, and the like, a *melt* spell will inflict 2 points of damage per level of the spell caster, or 1 point per level if the subject creature makes its saving throw versus spell. The *melt* spell is generally ineffective against types of creatures other than those enumerated above. The material components for a *melt* spell are a few crystals or rock salt and a pinch of soot.

Mending (Alteration)

Level: 1
 Range: 3"
 Duration: Permanent
 Area of Effect: One object

Components: V, S, M
 Casting Time: 1 segment
 Saving Throw: None

Explanation/Description: This spell repairs small breaks in objects. It will weld a broken ring, chain link, medallion or slender dagger, providing but one break exists. Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or wineskin is completely healed over by a *mending* spell. This spell will not repair magic items of any kind. The material components of this spell are two small magnets of any type (lodestone in all likelihood) or two burrs.

Message (Alteration)

Level: 1
 Range: 6" + 1"/level
 Duration: 5 segments + 1 segment/level
 Area of Effect: 1/4" path

Components: V, S, M
 Casting Time: 1 segment
 Saving Throw: None

Explanation/Description: When this spell is cast, the magic-user can whisper a message and secretly, or openly, point his or her finger while so doing, and the whispered message will travel in a straight line and be audible to the creature pointed at. The message must fit spell duration, and if there is time remaining, the creature who received the message can whisper a reply and be heard by the spell caster. Note that there must be an open and unobstructed path between the spell caster and the recipient of the spell. The material component of the spell is a short piece of copper drawn fine.

Mount (Conjuration/Summoning)

Level: 1
 Range: 1"
 Duration: 12 turns + 6/level
 Area of Effect: One creature

Components: V, S, M
 Casting Time: 1 round
 Saving Throw: None

Explanation/Description: By means of this spell, the caster calls a normal animal to serve him or her as a mount. The animal will serve willingly and well, but at the expiration of the spell duration it will disappear, returning to its own place. The type of mount gained by this spell depends on the level of the caster; of course, a caster of sufficiently high level to qualify for a camel (for instance) can choose a "lower level" *mount* if he or she so desires. Available *mounts* are these:

- 1st through 3rd level: mule or light horse
- 4th through 7th level: draft horse or warhorse
- 8th through 12th level: camel
- 13th level & up: elephant (and hound at 18th level)

The *mount* will not come with any riding gear, unless it is of a class lower than the caster would normally be entitled to gain, i.e. a 4th level magic-user can gain a warhorse *without* saddle and harness or a light horse *with* saddle and harness. The statistics of the animal gained are typical of all creatures of the same class. The material component of the spell is a bit of hair or dung from the type of animal to be conjured.

Nystul's Magic Aura (Illusion/Phantasm)

Level: 1
 Range: Touch
 Duration: 1 day/level
 Area of Effect: Special

Components: V, S, M
 Casting Time: 1 round
 Saving Throw: Special

Explanation/Description: By means of this spell any one item of a weight of 50 g.p. per level of experience of the spell caster can be given an aura which will be noticed if detection of magic is exercised upon the object. If the object bearing the *Nystul's Magic Aura* is actually held by the creature detecting for a *dweomer*, he, she or it is entitled to a saving throw versus magic, and if this throw is successful, the creature knows that the aura has been placed to mislead the unwary. Otherwise, the aura is simply magical, but no amount of testing will reveal what the magic is. The component for this spell is a small square of silk which must be passed over the object to bear the aura.

Precipitation (Alteration)

Level: 1
 Range: 1"/level
 Duration: 1 segment/level
 Area of Effect: 3" diam. cylinder up to 12" high

Components: V, S, M
 Casting Time: 1 segment
 Saving Throw: None (& special)

Explanation/Description: This spell is identical to the 1st-level clerical spell of the same name, except that a holy symbol is not part of the material component.

Explanation/Description: When this spell is cast, all water vapor in the atmosphere within the area of effect is precipitated in the form of a light rain. (Note that low-level spell casters will certainly be within the area of effect of the spell.) The rain will continue for only as many segments of time as the spell caster has levels of experience. Since only some $\frac{1}{100}$ of an inch of precipitation falls during the course of a segment, the spell will have only the following general effects:

Thin, light material will become damp in 1 segment and thoroughly wet thereafter.

Twigs and heavy material such as canvas will be damp in 2 segments and wet thereafter.

Flat, relatively non-porous surfaces, such as stone floors, rock, painted wood, etc., will be damp in 1 segment and filmed with water thereafter.

Semi-porous surfaces and materials will become damp on the surface in 2 segments, and thereafter the damp area will progress downward/inward, until after 5 segments the surface or material will be thoroughly wet.

Porous surfaces and materials will simply absorb the rain up to the limit of their capacity — which probably extends well beyond the duration of the spell.

Small flames, such as those of candles, will be extinguished by 1 segment of precipitation. Small fires will slow and become smoky for 1 round after precipitation has ceased. Large fires will not be materially affected by the spell.

Note that if the temperature is above 90° F., the duration of the spell will be extended to double normal except in arid regions. Also, where the temperature ranges between 33° and 31° F., the precipitation will fall in the form of sleet. At 30° F. and below, the precipitation will fall as rather thick snow, and most dampness/wetness effects will be negated or postponed until the snow melts. If magical heat of large area (i.e., a wall of fire, fireball, flame strike, etc.) is applied to precipitation, a cloud of warm fog of double the area of the precipitation effect will be formed. If magical cold is applied to the spell or the water which remains thereafter, normal ice will be formed. The material component of the spell is a pinch of silver dust.

Protection From Evil (Abjuration) Reversible

Level: 1	Components: V, S, M
Range: Touch	Casting Time: 1 segment
Duration: 2 rounds/level	Saving Throw: None
Area of Effect: Creature touched	

Explanation/Description: With the differences shown above, and the requirement of powdered iron and silver as the material components for tracing the magic circle for protection from evil, the spell is the same as the first level cleric protection from evil spell (a.v.).

Explanation/Description: When this spell is cast, it acts as if it were a magical armor upon the recipient. The protection encircles the recipient at a one foot distance, thus preventing bodily contact by creatures of an enchanted or conjured nature such as aerial servants, demons, devils, djinn, efreet, elementals, imps, invisible stalkers, night hags, quasits, salamanders, water weeds, wind walkers, and xorn. Summoned animals or monsters are similarly hedged from the protected creature. Furthermore, any and all attacks launched by evil creatures incur a penalty of -2 from dice rolls "to hit" the protected creature, and any saving throws caused by such attacks are made at +2 on the protected creature's dice. This spell can be reversed to become protection from good, although it still keeps out enchanted evil creatures as well. To complete this spell, the cleric must trace a 3' diameter circle upon the floor (or ground) with holy water for protection from evil, with blood for protection from good — or in the air using burning incense or smoldering dung with respect to evil/good.

Push (Conjuration/Summoning)

Level: 1	Components: V, S, M
Range: 1" + 1/4"/level	Casting Time: 1 segment
Duration: Instantaneous	Saving Throw: Neg.
Area of Effect: Special	

Explanation/Description: Upon pronouncing the syllables of this spell, the magic-user causes an invisible force to strike against whatever object he or she is pointing at. The force of the push is not great, being 1 foot pound per level of the magic-user casting the spell, but it can move small objects up to 1' in a direction directly away from the caster, topple an object under the proper conditions, or cause a creature to lose its balance. An example of the latter use is causing a creature attacking to lose its balance when it is attacking, for if the creature fails its saving throw, it will not be able to attack that round. Of course, the mass of the creature attacking cannot exceed the force of the push by more than a factor of 50, i.e. a 1st level magic-user cannot effectively push a creature weighing more than 50 pounds. A push spell employed against an object held by a creature will cause it to subtract the force of the spell in foot pounds (1, 2, 3, etc.) from its chance to hit or add to opponent saving throws as applicable if the creature fails to make its saving throw against magic when the spell is cast. The material component of this spell is a small pinch of powdered brass which must be blown from the palm prior to pointing at the object of the spell.

Read Magic (Divination) Reversible

Level: 1	Components: V, S, M
Range: 0	Casting Time: 1 round
Duration: 2 rounds/level	Saving Throw: None
Area of Effect: Special	

Explanation/Description: By means of a read magic spell, the magic-user is able to read magical inscriptions on objects — books, scrolls, weapons and the like — which would otherwise be totally unintelligible to him or her. (The personal books of the magic-user, and works already magically read, are intelligible.) This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a curse scroll. Furthermore, once the spell is cast and the magic-user has read the magical inscription, he or she is thereafter able to read that particular writing without recourse to the use of the read magic spell. The duration of the spell is 2 rounds per level of experience of the spell caster. The material component for the spell is a clear crystal or mineral prism. Note that the material is not expended by use. The reverse of the spell, unreadable magic, makes such writing completely unreadable to any creature, even with the aid of a read magic, until the spell wears off or the magic is dispelled. The material components for the reverse spell are a pinch of dirt and a drop of water.

Run (Enchantment)

Level: 1	Components: V, S, M
Range: Touch	Casting Time: 1 round
Duration: 5-8 hours	Saving Throw: None
Area of Effect: Special (humans, demi-humans only)	

Explanation/Description: The run spell enables the recipient to run at full speed (twice normal speed) for from 5-8 hours without tiring. However, after so running the individual must spend a like number of hours resting, as well as drinking plenty of liquids and eating heartily. For every 2 levels of experience of the spell caster, another individual can be affected, i.e. at 4th level, 2 individuals can be touched and empowered to run; at 6th level, 3 individuals; etc. Only humans and demi-humans in their natural forms are affected by this spell, and barbarians having the special running ability of that class are immune to the spell's effects. The material component of this spell is an elixir made from the juice of dried plums boiled in spring water and the oil of 5-8 beans of a spurge (castor) plant.

Shield (Evocation)

Level: 1
Range: 0
Duration: 5 rounds/level
Area of Effect: Special

Components: V, S
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: When this spell is cast, an invisible barrier before the front of the magic-user comes into being. This shield will totally negate magic missile attacks. It provides the equivalent protection of armor class 2 against hand hurled missiles (axes, darts, javelins, spears, etc.), armor class 3 against small device-propelled missiles (arrows, bolts, bullets, manticore spikes, sling stones, etc.), and armor class 4 against all other forms of attack. The shield also adds +1 to the magic-user's saving throw dice vs. attacks which are basically frontal. Note that all benefits of the spell accrue only to attacks originating from the front facing the magic-user, where the shield can move to interpose itself properly.

Shocking Grasp (Alteration)

Level: 1
Range: Touch
Duration: One touch
Area of Effect: Creature touched

Components: V, S
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: When the magic-user casts this spell, he or she develops a powerful electrical charge which gives a jolt to the creature touched. The shocking grasp delivers from 1 to 8 hit points damage (d8), plus 1 hit point per level of the magic-user, i.e. a 2nd level magic-user would discharge a shock causing 3 to 10 hit points of damage. While the magic-user must only come close enough to his or her opponent to lay a hand on the opponent's body or upon an electrical conductor which touches the opponent's body, a like touch from the opponent does not discharge the spell.

Sleep (Enchantment/Charm)

Level: 1
Range: 3" + 1"/level
Duration: 5 rounds/level
Area of Effect: Special

Components: V, S, M
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: When a magic-user casts a sleep spell, he or she will usually cause a comatose slumber to come upon one or more creatures [other than undead and certain other creatures specifically excluded (see **ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL**) from the spell's effects]. All creatures to be affected by the sleep spell must be within a 3" diameter circle. The number of creatures which can be affected is a function of their life energy levels, expressed as hit dice and hit points:

Creatures Hit Dice	Number Affected By Sleep Spell
up to 1	4-16 (4d4)
1+1 to 2	2-8 (2d4)
2+1 to 3	1-4 (1d4)
3+1 to 4	1-2 (½d4, round off)
4+1 to 4+4	0-1 (d4, 3 or 4)

The area of effect is determined by the range and area center decided upon by the spell caster. Slapping or rounding will awaken affected creatures, but noise will not do so. Awakening requires 1 complete melee round. Note that sleeping creatures can be slain automatically at a rate of 1 per slayer per melee round. The material component for this spell is a pinch of fine sand, rose petals, or a live cricket.

Spider Climb (Alteration)

Level: 1
Range: Touch
Duration: 1 round + 1 round/level
Area of Effect: Creature touched

Components: V, S, M
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: A spider climb spell enables the recipient to climb and travel upon vertical surfaces just as a giant spider is able to do, i.e. at 3" movement rate, or even hang upside down from ceilings. Note that the affected creature must have bare hands and feet in order to climb in this manner. During the course of the spell the recipient cannot handle objects which weigh less than 50 g.p., for such objects will stick to the creature's hands/feet, so a magic-user will find it virtually impossible to cast spells if under a spider climb dwomeer. The material components of this spell are a drop of bitumen and a live spider, both of which must be eaten by the spell recipient.

Taunt (Enchantment)

Level: 1
Range: 3"
Duration: Instantaneous
Area of Effect: 2 levels or hit dice per level of caster

Components: V, S
Casting Time: 1 round
Saving Throw: Neg.

Explanation/Description: A taunt spell enables the caster to jape and jeer effectively with respect to any creature with an intelligence of 2 or greater. The spell's dwomeer gives the magic-user's words and sounds real meaning to the subject creature or creatures. These words and sounds will challenge the subject(s), be insulting, and in general cause irritation and anger. If the subject creature or creatures fail to save versus spell, the taunt spell will cause them to rush forth in fury to do battle with the spell caster, and each and every affected creature so coming will certainly attack the spell caster if physically capable of doing so, i.e. they will seek to use body weapons and hand-held weapons rather than attacking from a distance. Separation by an impenetrable or uncrossable boundary (a wall of flame, a deep chasm) will cause the spell to break. Only one sort of creature can be affected by a single taunt spell; in a mixed group of orcs and goblins (for instance) the caster would be able to affect either the orcs or the goblins (caster's choice), but not both at once. The magic affects creatures closest to the spell caster first, regardless of maximum range. Thus, if a group of gnolls were being taunted by a 10th-level magic-user, the nearest ten creatures would be subject to the spell first, even though the spell caster might prefer to affect the gnollish shaman at the rear of the group. Troops under a strong leader would gain a saving throw bonus of +1 to +4, at the DM's discretion. ☐

Tenser's Floating Disc (Evocation)

Level: 1
Range: 2"
Duration: 3 turns + 1 turn/level
Area of Effect: Special

Components: V, S, M
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: With this spell, the caster creates the circular plane of null-gravity known as Tenser's Floating Disc after the famed wizard of that appellation (whose ability to locate treasure and his greed to recover every copper found are well known). The disc is concave, 3' in diameter, and holds 1,000 g.p. weight per level of the magic-user casting the spell. The disc floats at approximately 3' above the ground at all times and remains level likewise. It maintains a constant interval of 6' between itself and the magic-user if unbidden. It will otherwise move within its range, as well as along with him at a rate of 6", at the command of the magic-user. If the spell caster moves beyond range, or if the spell duration expires, the floating disc winks out of existence and whatever it was supporting is precipitated to the surface beneath it. The material component of the spell is a drop of mercury.

Unseen Servant (Conjuration/Summoning)

Level: 1
Range: 0
Duration: 6 turns + 1 turn/level
Area of Effect: 3" radius of spell
caster

Components: V, S, M
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: The unseen servant is a non-visible valet, a butler to step and fetch, open doors and hold chairs, as well as to clean and mend. The spell creates a force which is not strong, but which obeys the command of the magic-user. It can carry only light-weight items — a maximum of 200 gold pieces weight suspended, twice that amount moving across a relatively friction-free surface such as a smooth stone or wood floor. It can only open normal doors, drawers, lids, etc. The unseen servant cannot fight, nor can it be killed, as it is a force rather than a creature. It can be magically dispelled, or eliminated after taking 6 hit points of magical damage. The material components of the spell are a piece of string and a bit of wood.

Ventriloquism (Illusion/Phantasm)

Level: 1 Components: V, M
 Range: 1"/level, maximum 6" Casting Time: 1 segment
 Duration: 2 rounds + 1 Saving Throw: None
 round/level
 Area of Effect: One object

Explanation/Description: This spell enables the magic-user to make it sound as if his or her voice — or someone's voice or similar sound — is issuing from someplace else, such as from another creature, a statue, from behind a door, down a passage, etc. The spell caster is able to make his or her voice sound as if a different creature were speaking or making the noise; of course, in a language known by him or her, or a sound which the caster can normally make. With respect to such voices and sounds, there is a 10% chance per point of intelligence above 12 of the hearer that the ruse will be recognized. The material component of the spell is a small cone of parchment.

Wizard Mark (Alteration)

Level: 1 Components: V, S, M
 Range: Touch Casting Time: 1 segment
 Duration: Permanent Saving Throw: None
 Area of Effect: 1 sq. ft.

Explanation/Description: When this spell is cast, the magic-user is able to inscribe, visibly or invisibly, his or her personal rune or mark, as well as up to six additional characters of smaller size. A *wizard mark* spell allows the caster to etch the rune upon stone, metal, or any softer substance without harm to the material upon which the mark is placed. If an invisible mark is made, *detect magic* will cause it to glow and be readable (which does not necessarily imply understandability). *Detect invisibility*, *true seeing*, *true sight*, a *gem of seeing*, or a *robe of eyes* will likewise note an invisible *wizard mark*. A *read magic* spell will reveal the maker's intent, and an *erase* spell will wipe clean a *wizard marked* surface. The material components for the casting of this spell are a pinch of diamond dust (about 50 gp worth) and a pigment or pigments for the coloration of the mark. If the mark is to be invisible, the pigments are still needed, but the caster uses a stylus of some sort rather than his or her digit.

Write (Evocation)

Level: 1 Components: V, S, M
 Range: 0 Casting Time: 1 round
 Duration: 1 hour/level Saving Throw: Special
 Area of Effect: One magical spell inscription

Explanation/Description: By means of this spell a magic-user might be able to inscribe a spell he or she cannot understand at the time (due to level or lack of sufficient intelligence) into the tome or other compilation he or she employs to maintain a library of spells. The magic-user must make a saving throw versus magic to attempt the writing of any spell, +2 if it is only up to 1 level greater than he or she currently uses, 0 at 2 levels higher, and -1 per level from 3 levels higher onwards. If this throw fails, the magic user is subject to 1d4 of damage for every level of the spell he or she was attempting to transcribe into his or her magic book, and furthermore be knocked unconscious for a like number of turns. This damage, if not fatal, can only be healed at the rate of 1-4 points per day, as it is damage to psyche and body. Furthermore, a spell will take 1 hour per level to transcribe in this fashion, and during this period, the magic-user is in a trance state and can always be surprised by any foe. In addition to the writing surface upon which the spell is to be transcribed, the spell caster needs a fine ink composed of rare substances (minimum cost 200 g.p. per bottle, if available at all without manufacture by the magic-user).

Second Level Spells:**Audible Glamer** (Illusion/Phantasm)

Level: 2 Components: V, M
 Range: 6" + 1"/level Casting Time: 2 segments
 Duration: 2 rounds/level Saving Throw: Special
 Area of Effect: Hearing range

Explanation/Description: When the *audible glamer* spell is cast, the magic-user causes a volume of sound to arise, at whatever distance he or she

desires (within range), and seeming to recede, close, or remain in a fixed place as desired. The volume of sound caused, however, is directly related to the level of the spell caster. The relative noise is based upon the lowest level at which the spell can be cast, 3rd level. The noise of the *audible glamer* at this level is that of 4 men, maximum. Each additional experience level adds a like volume, so at 4th level the magic-user can have the spell cause sound equal to that of 8 men, maximum. Thus, talking, singing, or shouting, and/or walking, marching or running sounds can be caused. The auditory illusion created by an *audible glamer* spell can be virtually any type of sound, but the relative volume must be commensurate with the level of the magic-user casting the spell. A horde of rats running and squeaking is about the same volume as 8 men running and shouting. A roaring lion is equal to the noise volume of 16 men, while a roaring dragon is equal to the noise volume of no fewer than 24 men. If a character states that he or she does not believe the sound, a saving throw is made, and if it succeeds, the character then hears nothing, or possibly just a faint sound. Note that this spell is particularly effective when cast in conjunction with *phantasmal force* (see below). The material component of the spell is a bit of wool or a small lump of wax.

Bind (Alteration/Enchantment)

Level: 2 Components: V, S, M
 Range: 3" Casting Time: 2 segments
 Duration: 1 round/level Saving Throw: None
 Area of Effect: Special

Explanation/Description: When this spell is employed, the magic-user causes any ropelike object of non-living material to behave as he or she orders. The subject can be string, yarn, cord, line, rope, or even a cable. About 50' of normal rope (1 inch diameter), plus 5' per level of the spell caster, can be affected. Reduce length proportionately when diameter increases, and increase length by 50% when diameter is halved. The commands possible to give under a *bind* spell are: *Coil* (form a neat, coiled stack); *Coil & Knot*; *Loop*; *Loop & Knot*; *Tie & Knot*; and the reverses of all of the above (*Uncoil*, etc.). The rope or other ropelike object must be within about 1 foot of any object in order for it to respond properly, so it must usually be thrown or hurled nearby. Any creature affected by the ropelike object can, of course, interact with it as if it were a normal object. The creature's hold overrides the dweomer on the rope, and the rope takes 2 points of slashing damage before breaking. The rope cannot be used as a garrot, but can be used as a trip line or to *entangle* (as the druid spell) a single opponent. The dweomer does not cause the rope to have magical properties beyond its ability to obey commands (cf. *rope of climbing*, *rope of entanglement*).

Continual Light (Alteration)

Level: 2 Components: V, S
 Range: 6" Casting Time: 2 segments
 Duration: Permanent Saving Throw: None
 Area of Effect: 6" radius globe

Explanation/Description: This spell is the same as the third level cleric spell *continual light*, except that the range is only 6" not 12", and it cannot be reversed by the caster.

Explanation/Description: This spell is similar to a *light* spell, except that it lasts until negated (by a *continual darkness* or *dispel magic* spell) and its brightness is very great, being nearly as illuminating as full daylight. It can be cast into air, onto an object, or at a creature. In the third case, the *continual light* affects the space about one foot behind the creature if the latter makes its saving throw. Note that this spell will blind a creature if it is successfully cast upon the visual organs, for example. Its reverse causes complete absence of light.

Darkness, 15' Radius (Alteration)

Level: 2 Components: V, M
 Range: 1"/level Casting Time: 2 segments
 Duration: 1 turn + 1 round/level Saving Throw: None
 Area of Effect: 1 1/2" radius globe

Explanation/Description: This spell causes total, impenetrable darkness in the area of its effect. Infravision or ultravision are useless. Neither normal nor magical light will work unless a *light* or *continual light* spell is used. In the former event, the *darkness* spell is negated by the *light* spell and vice versa. The material components of this spell are a bit of bat fur and either a drop of pitch or a piece of coal.

Deeppockets (Alteration/Enchantment)

Level: 2
 Range: *Touch*
 Duration: 24 turns + 6/level
 Area of Effect: *One garment*

Components: V, S, M
 Casting Time: 1 turn
 Saving Throw: *None*

Explanation/Description: This spell allows the magic-user to specially prepare a garment so as to hold far more than it normally could. A finely sewn gown or robe of high-quality material (at least 300 gp value) is fashioned so as to contain numerous hand-sized pockets. One dozen is the minimum number. The *deeppockets* spell then makes one of these pockets able to hold 1,000 gp worth of weight (5 cubic feet volume) as if it were only 100 gp of weight. Furthermore, there will be no discernible bulge where the special pocket is. The spell can be changed to allow 10 pockets each of 100 gp weight capability (1/2 cubic foot volume each). If a robe or like garment is sewn with 100 or more pockets (1,000 gp minimum cost), then 100 pockets can be dweomered to contain 10 gp weight each and hold 1/6 cubic foot volume each. If the spell duration expires while there is material within the enchanted pockets, or a *dispel magic* is cast upon the enchanted garment, the wearer must make a saving throw versus spell. Failure indicates the material in those pockets has gone from extra-dimensional space to astral space — lost forever. Success indicates the material suddenly and totally appears around the wearer, and immediately falls to the ground. In addition to the garment, the material components of this spell are a tiny golden needle and a strip of fine cloth given a half-twist and fastened at the ends.

Detect Evil (Divination) Reversible

Level: 2
 Range: 6"
 Duration: 5 rounds/level
 Area of Effect: 1" path

Components: V, S
 Casting Time: 2 segments
 Saving Throw: *None*

Explanation/Description: Except as noted above, this spell is the same as the first level cleric *detect evil* (q.v.).

Explanation/Description: This is a spell which discovers emanations of evil, or of good in the case of the reverse spell, from any creature or object. For example, evil alignment or an evilly cursed object will radiate evil, but a hidden trap or an unintelligent viper will not. The duration of a *detect evil* (or *detect good*) spell is 1 turn + 1/2 turn (5 rounds, or 5 minutes) per level of the cleric. Thus a cleric of 1st level of experience can cast a spell with a 1 1/2 turn duration, at 2nd level a 2 turn duration, 2 1/2 at 3rd, etc. The spell has a path of detection 1" wide in the direction in which the cleric is facing. It requires the use of the cleric's holy (or unholy) symbol as its material component, with the cleric holding it before him or her.

Detect Invisibility (Divination)

Level: 2
 Range: 1"/level
 Duration: 5 rounds/level
 Area of Effect: 1" path

Components: V, S, M
 Casting Time: 2 segments
 Saving Throw: *None*

Explanation/Description: When the magic-user casts a *detect invisibility* spell, he or she is able to clearly see any objects which are invisible, as well as astral, ethereal, hidden, invisible or out of phase creatures. Detection is in the magic-user's line of sight along a 1" wide path to the range limit. The material components of this spell are a pinch of talc and a small sprinkling of powdered silver.

ESP (Divination)

Level: 2
 Range: 1/2"/level, 9" maximum
 Duration: 1 round/level
 Area of Effect: *One creature per probe*

Components: V, S, M
 Casting Time: 2 segments
 Saving Throw: *None*

Explanation/Description: When an ESP spell is used, the caster is able to detect the surface thoughts of any creatures in range — except creatures with no mind (as we know it), such as all of the *undead*. The ESP is stopped by 2 or more feet of rock, 2 or more inches of any metal other than lead, or a thin sheet of lead foil. The magic-user employing the spell is able to probe the surface thoughts of 1 creature per turn, getting simple instinctual

thoughts from lower order creatures. Probes can continue on the same creature from round to round. The caster can use the spell to help determine if some creature lurks behind a door, for example, but the ESP will not always reveal what sort of creature it is. The material component of this spell is a copper piece.

Flaming Sphere (Alteration/Evocation)

Level: 2
 Range: 1"
 Duration: 1 round/level
 Area of Effect: 6' diameter sphere

Components: V, S, M
 Casting Time: 2 segments
 Saving Throw: *Neg.*

Explanation/Description: A *flaming sphere* spell causes a burning globe of normal-type fire to come into being up to 1" distant from the spell caster. This sphere will then begin rolling in the direction in which the magic-user points, even though it might be uphill. It will roll over low barriers such as walls, furniture, etc., as long as these barriers are not over 4' tall. Flammable substances will be set afire by contact with the sphere. Creatures struck will suffer 2-8 points of damage. All creatures within a 5' radius of the sphere's center must save versus spell or else take the indicated damage. A successful save negates the *flaming sphere*. The *flaming sphere* moves at a rate of 1" per round as long as the spell caster points in the direction it is to move, for it otherwise merely stays at rest and flames. It can be extinguished by the same means as any normal fire of its size. The material components are a bit of tallow, a pinch of sulphur, and a dusting of powdered iron.

Fools Gold (Alteration)

Level: 2
 Range: 1"
 Duration: 6 turns/level
 Area of Effect: 1 cubic foot per level of the magic-user

Components: V, S, M
 Casting Time: 1 round
 Saving Throw: *None*

Explanation/Description: Copper coins can temporarily be changed to gold pieces, or brass items turned to solid gold for the spell duration by means of this dweomer. Note that a huge amount of copper or brass can be turned to gold by the spell — assume 4,000 g.p. are equal to a cubic foot for purposes of this spell. Any creature viewing *fools gold* is entitled to a saving throw which must be equal to or less than its intelligence score, but for every level of the magic-user the creature must add 1 to his dice score, so it becomes unlikely that *fools gold* will be detected if it was created by a high level caster. If the "gold" is struck hard by an object of cold-wrought iron, there is a slight chance it will revert to its natural state, depending on the material component used to create the "gold": if a 50 g.p. citrine is powdered and sprinkled over the metal to be changed, the chance that cold iron will return it to its true nature is 30%; if a 100 g.p. amber stone is powdered, there is a 25% chance that iron will dispel the dweomer; if a 500 g.p. topaz is powdered, the chance drops to 10%; and if a 1,000 g.p. oriental (corundum) topaz is powdered, there is only a 1% chance that the cold iron will reveal that it is *fools gold*.

Forget (Enchantment/Charm)

Level: 2
 Range: 3"
 Duration: *Permanent*
 Area of Effect: 2" X 2"

Components: V, S
 Casting Time: 2 segments
 Saving Throw: *Neg.*

Explanation/Description: By means of this dweomer the spell caster causes creatures within the area of effect to forget the events of the previous round (1 minute of time previous to the utterance of the spell). For every 3 levels of experience of the spell caster another minute of past time is forgotten. Naturally, forget in no way negates any charm, suggestions, geases, quests, or similar spells, but it is possible that the creature who caused such magic to be placed upon the victim of a *forget* spell could be forgotten by this means. From 1-4 individual creatures can be affected by the spell, at the discretion of the caster. If only 1 is to be affected, the recipient saves versus magic at -2 on the dice; if 2 are spell objects, they save at -1; and if 3 or 4 are to be made to forget by this dweomer, they save normally. A clerical *heal* or *restoration* spell, specially cast for this purpose, will restore the lost memories, as will a wish, but other means will not serve to do so.

Invisibility (Illusion/Phantasm)

Level: 2
 Range: Touch
 Duration: Special
 Area of Effect: Creature touched

Components: V, S, M
 Casting Time: 2 segments
 Saving Throw: None

Explanation/Description: This spell causes the recipient to vanish from sight and not be detectable by normal vision or even infravision. Of course, the invisible creature is not magically silenced with respect to noises normal to it. The spell remains in effect until it is magically broken or dispelled, or the magic-user or the other recipient cancels it or until he, she or it attacks any creature. Thus, the spell caster or recipient could open doors, talk, eat, climb stairs, etc., but if any form of attack is made, the invisible creature immediately becomes visible, although this will allow the first attack by the creature because of the former invisibility. Even the allies of the spell recipient cannot see the invisible creature, or his, her or its gear, unless these allies can normally see invisible things or employ magic to do so. Note that all highly intelligent creatures with 10 or more hit dice, or levels of experience, or the equivalent in intelligence/dice/levels have a chance to automatically detect invisible objects. The material components of the invisibility spell are an eyelash and a bit of gum arabic, the former encased in the latter.

Irritation (Alteration)

Level: 2
 Range: 1"/level
 Duration: Special
 Area of Effect: One creature

Components: V, S, M
 Casting Time: 2 segments
 Saving Throw: Neg.

Explanation/Description: An irritation spell affects the epidermis of the subject creature. Creatures having very thick or insensitive skins (such as buffalo, elephants, scaled creatures, etc.) are basically unaffected by the dwomeer. There are two versions of the spell, either of which can be cast from the standard preparation:

Itching — When cast, this causes the subject to feel an instant itching sensation on some portion of its body. If 5-8 segments are not immediately spent scratching this irritated area, the subject creature will be so affected that the next 3 rounds will be spent squirming and twisting, effectively lowering the subject's armor class by 4 and its "to hit" probability by 2 during this time. Spells are ruined for the initial round this spell is in effect, but not for the following three rounds.

Rash — When a rash version of the spell is cast, the subject creature will notice nothing for 1-4 rounds, but thereafter its entire skin will begin to break out in red welts which faintly itch. The rash will persist until either a cure disease or dispel magic is cast upon it. It lowers comeliness by 1 point per day until four days have passed, i.e. maximum loss of comeliness is 4 points. After one week, the subject's dexterity is lowered by 1 point also. Symptoms vanish immediately upon the removal of the rash, all statistics returning to normal.

The material component for this spell is powdered leaf from poison ivy, oak, or sumac.

Knock (Alteration)

Level: 2
 Range: 6"
 Duration: Special
 Area of Effect: 10 square feet/level

Components: V
 Casting Time: 1 segment
 Saving Throw: None

Explanation/Description: The knock spell will open stuck or held or wizard-locked doors. It will also open barred or otherwise locked doors. It causes secret doors to open. The knock spell will also open locked or trick-opening boxes or chests. It will loose shackles or chains as well. If it is used to open a wizard-locked door, the knock does not remove the former spell, but it simply suspends its functioning for 1 turn. In all other cases, the knock will permanently open locks or welds — although the former could be closed and locked again thereafter. It will not raise bars or similar impediments (such as a portcullis). The spell will perform two functions, but if a door is locked, barred, and held, opening it will require two knock spells.

Know Alignment (Divination) Reversible

Level: 2
 Range: 1"
 Duration: 1 round/level
 Area of effect: One creature per 2 rounds

Components: V, S
 Casting Time: 1 round
 Saving Throw: None

Explanation/Description: Except as noted above, this spell is the same as the 2nd-level clerical spell of the same name. If a target creature is scried for only one round, only its alignment ethic (law/chaos) will be discerned.

Explanation/Description: A know alignment spell enables the cleric to exactly read the aura of a person — human, semi-human, or non-human. This will reveal the exact alignment of the person. Up to 10 persons can be examined with this spell. The reverse totally obscures alignment, even from this spell, of a single person for 1 turn, two persons for 5 rounds, etc. Certain magical devices will negate the ability to know alignment.

Leomund's Trap (Illusion/Phantasm)

Level: 2
 Range: Touch
 Duration: Permanent
 Area of Effect: Object touched

Components: V, S, M
 Casting Time: 3 rounds
 Saving Throw: None

Explanation/Description: This false trap is designed to fool the dwarf and/or thief attempting to pilfer or otherwise steal the spell caster's goods. It enables the magic-user to place a dwomeer upon any small mechanism or device such as a lock, hinge, hasp, screw-on cap, ratchet, etc. Any examination by a character able to detect traps will be 80% likely to note the Leomund's Trap and believe it to be real. This probability reduces by 4% for each level of experience of the examiner beyond the first. If the supposed "trap" is then to be removed, it is only 20% likely that the creature attempting it will believe he or she has succeeded, +4% probability per level of experience of the remover. Of course, the spell is illusory, nothing will happen if the trap is ignored, and its primary purpose is to frighten away thieves or make them waste precious time. The material component of the spell is a piece of iron pyrite touched to the object to be "trapped". Only one Leomund's Trap may be placed within a 50' by 50' area.

Levitate (Alteration)

Level: 2
 Range: 2"/level
 Duration: 1 turn/level
 Area of Effect: Special

Components: V, S, M
 Casting Time: 2 segments
 Saving Throw: Neg.

Explanation/Description: When a levitate spell is cast, the magic-user can place it upon his or her person, or upon some other creature, subject to a maximum weight limit of 1,000 gold pieces equivalence per level of experience, i.e., a third level magic user can levitate up to 300 pounds (3,000 g.p.) maximum. If the spell is cast upon the person of the magic-user, he or she can move vertically at a rate of 20' per round. If cast upon another creature, the magic-user can levitate it at a maximum vertical movement of 10' per round. Horizontal movement is not empowered by this spell, but the recipient could push along the face of a cliff, for example, to move laterally. The spell caster can cancel the spell as desired. If the recipient of the spell is unwilling, that creature is entitled to a saving throw to determine if the levitate spell affects it. The material component of this spell is either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end.

Locate Object (Divination) Reversible

Level: 2
 Range: 2"/level
 Duration: 1 round/level
 Area of Effect: Special

Components: V, S, M
 Casting Time: 2 segments
 Saving Throw: None

Explanation/Description: This spell is the same as the third level cleric *locate object* (q.v.) except that its range differs.

Explanation/Description: This spell aids in location of a known or familiar object. The cleric casts the spell, slowly turns, and knows when he or she is facing in the direction of the object to be located, provided the object is within range, i.e. 7" for 1st level clerics, 8" for 2nd, 9" for 3rd, etc. The casting requires the use of a piece of lodestone. The spell will locate such objects as apparel, jewelry, furniture, tools, weapons, or even a ladder or stairway. By reversal (*obscure object*), the cleric is able to hide an object from location by spell, crystal ball, or similar means. Neither application of the spell will affect a living creature.

Magic Mouth (Alteration)

Level: 2
 Range: Special
 Duration: Special
 Area of Effect: One object

Components: V, S, M
 Casting Time: 2 segments
 Saving Throw: None

Explanation/Description: When this spell is cast, the magic-user empowers the chosen object with an enchanted mouth which suddenly appears and speaks the message which the spell caster imparted upon the occurrence of a specified event. The magic mouth can speak any message of 25 words or less in a language known by the spell caster, over a 1 turn period from start to finish. It cannot speak magic spells. The mouth moves to the words articulated, so if it is placed upon a statue, for example, the mouth of the statue would actually move and appear to speak. Of course, the magic mouth can be placed upon a tree, rock, door or any other object excluding intelligent members of the animal or vegetable kingdoms. The spell will function upon specific occurrence according to the command of the spell caster, i.e. speak to the first creature that touches you — or to the first creature that passes within 30'. Command can be as general or specific and detailed as desired, such as the following: "Speak only when an octogenarian female human carrying a sack of groat clusters sits cross-legged within 1'." Command range is 1/2" per level of the magic-user, so a 6th level magic-user can command the magic mouth to speak at a maximum encounter range of 3", i.e. "Speak when a winged creature comes within 3'." Until the speak command can be fulfilled, the magic mouth will remain in effect, thus spell duration is variable. A magic mouth cannot distinguish invisible creatures, alignments, level or hit dice, nor class, except by external garb. The material component of this spell is a small bit of honeycomb.

Melf's Acid Arrow (Evocation)

Level: 2
 Range: 3"
 Duration: Special
 Area of Effect: One target

Components: V, S, M
 Casting Time: 4 segments
 Saving Throw: Special

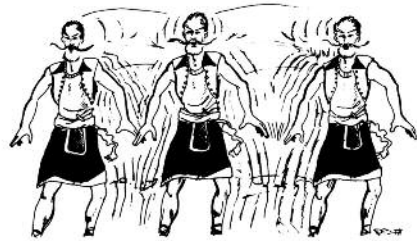
Explanation/Description: By means of this spell, the magic-user creates a magic "arrow" which speeds itself to its target as if fired from the bow of a fighter of the same level as the magic-user casting the spell. The arrow is equal to a +1 weapon for hit determination purposes. The effect of a hit might inflict damage on the target even if it would not normally be harmed by an arrow or magic weapon of only +1 value. This is due to the acid. The arrow itself does 2-5 points of damage. The acid which gushes forth when it hits is equal to an acid missile of 8-ounce volume (1' diam. area of effect, 2-8 hit points damage, plus item saving throw; splash does not apply). The acid's strength increases by one round's worth of damage for every 3 levels of experience of the spell caster above the 3rd, so that damage will occur over two rounds if the spell cast is from a 4th-6th level magic-user, unless the target can have the acid neutralized. The material components of the spell are a dart and powdered rhubarb leaf and ader stomach.

Mirror Image (Illusion/Phantasm)

Level: 2
 Range: 0
 Duration: 2 rounds/level
 Area of Effect: 6' radius of spell caster

Components: V, S
 Casting Time: 2 segments
 Saving Throw: None

Explanation/Description: When a *mirror image* spell is invoked, the spell caster causes from 1 to 4 exact duplicates of himself or herself to come into being around his or her person. These images do exactly what the magic-user does, and as the spell causes a blurring and slight distortion when it is effected, it is impossible for opponents to be certain which are the phantasms and which is the actual magic-user. When an image is struck by a weapon, magical or otherwise, it disappears, but any other existing images remain intact until struck. The images seem to shift from round to round, so that if the actual magic-user is struck during one round, he or she cannot be picked out from amongst his or her images the next. To determine the number of images which appear, roll percentile dice, and add 1 to the resulting score for each level of experience of the magic-user: 25 or less = 1 mirror image, 26-50 = 2, 51-75 = 3, 75 or more = 4. At the expiration of the spell duration all images wink out.

**Preserve** (Abjuration)

Level: 2
 Range: Touch
 Duration: Permanent
 Area of Effect: 1/2 cu. ft. per level of caster

Components: V, S, M
 Casting Time: 2 rounds
 Saving Throw: None

Explanation/Description: A *preserve* spell enables the caster to retain some item fresh and whole until some later time when it is needed in a spell. Of course, the *dweomer* is ineffective in retaining the potency of material such as mistletoe, holly berries, and similar stuffs which must be gathered periodically. It is likewise ineffective in preserving the deceased for later resurrection. It is otherwise effectual. The sort of material which can be treated by a *preserve* spell depends upon the level of the caster:

Hard, relatively dry material: 2nd-4th level
 Soft, relatively wet material: 5th-7th level
 Semi-liquid and liquid materials: 8th level & up

A container is necessary only in cases where a relatively high degree of moisture is concerned. The material components of the spell are a pinch of dust, a bit of resin (or amber), and a drop of brandy.

Protection From Cantrips (Abjuration)

Level: 2
 Range: Touch
 Duration: 1 day/level
 Area of Effect: One creature or object

Components: V, S
 Casting Time: 2 segments
 Saving Throw: None or Neg.

Explanation/Description: By casting this spell, the magic-user provides immunity to the effects of cantrips cast by other magic-users, apprentices, or creatures that use cantrip magic. The spell will protect the caster, or one item or person that he or she touches (such as a spell book or a drawer containing spell components). Any cantrip that is cast against the person or item in question dissipates with an audible popping sound. This spell is often used by a magic-user with mischievous apprentices, or one who wishes apprentices to clean or shine an area using elbow grease instead of magic. Any unwilling target of this spell must be touched (via a roll "to hit") and is allowed a saving throw versus spell to escape the effect.

Pyrotechnics (Alteration)

Level: 2
Range: 12"
Duration: Special
Area of Effect: 10 or 100 times the fire source used

Components: V, S
Casting Time: 2 segments
Saving Throw: None

Explanation/Description: With the exception of the differences noted above, this spell is the same as the third level druid spell *pyrotechnics* (q.v.).

Explanation/Description: A *pyrotechnics* spell can have either of two effects. It produces a flashing and fiery burst of glowing, colored aerial fireworks which lasts 1 segment per experience level of the druid casting the spell and temporarily blinds those creatures in the area of effect or under it or within 12" of the area (and in any event in unobstructed line of sight); or it causes a thick writhing stream of smoke to arise from the fire source of the spell and form a choking cloud which lasts for 1 round per experience level of the druid casting it, covering a roughly globular area from the ground or floor up (or conforming to the shape of a confined area), which totally obscures vision beyond 2'. The spell requires a fire of some sort in range. The area of *pyrotechnics* effect is 10 times the volume of the fire source with respect to fireworks, 100 times with respect to smoke. In either case, the fire source is immediately extinguished by the employment of the spell.

Ray Of Enfeeblement (Enchantment/Charm)

Level: 2
Range: 1" + 1/4"/level
Duration: 1 round/level
Area of Effect: One creature

Components: V, S
Casting Time: 2 segments
Saving Throw: Neg.

Explanation/Description: By means of a *ray of enfeeblement*, a magic-user weakens an opponent, reducing strength — and attacks which rely upon it — by 25% or more. For every level of experience beyond the third of the magic-user casting the spell, there is an additional 2% strength reduction, so that at 4th level, strength loss is 27%. Range and duration of the spell are also dependent upon the level of experience of the spell caster. For example, if a creature is struck by a *ray of enfeeblement*, it will lose the appropriate percentage of hit points of damage it scores on physical attacks (missiles, thrusting/cutting/crushing weapons, biting, clawing, goring, kicking, constriction, etc.). Your referee will determine any other reductions appropriate to the affected creature. If the target creature makes its saving throw, the spell has no effect.

Rope Trick (Alteration)

Level: 2
Range: Touch
Duration: 2 turns/level
Area of Effect: Special

Components: V, S, M
Casting Time: 2 segments
Saving Throw: None

Explanation/Description: When this spell is cast upon a piece of rope from 5' to 30' in length, one end of the rope rises into the air until the whole is hanging perpendicular, as if affixed at the upper end. The upper end is, in fact, fastened in an extra-dimensional space, and the spell caster and up to five others can climb up the rope and disappear into this place of safety where no creature can find them. The rope cannot be taken into the extra-dimensional space if six persons have climbed it, but otherwise it can be pulled up. Otherwise, the rope simply hangs in air, and will stay there unless removed by some creature. The persons in the extra-dimensional space must climb down the rope prior to the expiration of the spell duration, or else they are dropped from the height to which they originally climbed when the effect of the spell wears out. The rope can be climbed by only one person at a time. Note that the *rope trick* spell allows climbers to reach a normal place if they do not climb all the way to the rope's upper end, which is in an extra-dimensional space. The material components of this spell are powdered corn extract and a twisted loop of parchment.

Scare (Enchantment/Charm)

Level: 2
Range: 1"
Duration: 3-12 rounds
Area of Effect: One creature

Components: V, S, M
Casting Time: 2 segments
Saving Throw: Neg.

Explanation/Description: When this spell is directed at any creature with fewer than 6 levels of experience/hit dice, it must save versus magic or fall into a fit of trembling and shaking. The frightened creature will not drop any items held unless it is encumbered. If cornered, the spell recipient will fight, but at -1 on "to hit" and damage dice rolls and all saving throws as well. Note that this spell does not have any effect on elves, half-elves, the undead (skeletons, zombies, ghouls, shadows, ghosts, wights, wraiths), larvae, lemures, manes, or clerics of any sort. The material component used for this spell is a bit of bone from an undead skeleton, zombie, ghoul, ghost or mummy.

Shatter (Alteration)

Level: 2
Range: 6"
Duration: Permanent
Area of Effect: One object

Components: V, S, M
Casting Time: 2 segments
Saving Throw: Neg.

Explanation/Description: The *shatter* spell affects non-magical objects of crystal, glass, ceramic, or porcelain such as vials, bottles, flasks, jugs, windows, mirrors, etc. Such objects are shattered into dozens of pieces by the spell. Objects above 100 gold pieces weight equivalence per level of the spell caster are not affected, but all other objects of the appropriate composition must save versus a "crushing blow" or be shattered. The material component of this spell is a chip of mica.

Stinking Cloud (Evocation)

Level: 2
Range: 3"
Duration: 1 round/level
Area of Effect: 2" X 2" X 2" cloud

Components: V, S, M
Casting Time: 2 segments
Saving Throw: Special

Explanation/Description: When a *stinking cloud* is cast, the magic-user causes a billowing mass of nauseous vapors to come into being up to 3" distant from his or her position. Any creature caught within the cloud must save versus poison or be helpless due to nausea from 2 to 5 rounds (d4 + 1). Those which make successful saving throws are helpless only for as long as they remain within the cloud, and for the round after they emerge, because of its irritating effects on visual and olfactory organs. The material components of the spell is a rotten egg or several skunk cabbage leaves.

Strength (Alteration)

Level: 2
Range: Touch
Duration: 6 turns/level
Area of Effect: Person touched

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: Application of this spell increases the strength of the character by a number of points — or tenths of points after 18 strength is attained and the character is in the fighter class. Benefits of the *strength* spell last for the duration of the magic. The amount of additional strength accruing to a character upon whom this spell is cast depends upon his or her class and is subject to all restrictions on strength due to race, sex or class.

Class	Minimum-Maximum Strength Gain
CLERIC	1-6 (d6)
FIGHTER	1-8 (d8)
MAGIC-USER	1-4 (d4)
THIEF	1-6 (d6)
MONK	1-4 (d4)

If a fighter (paladin or ranger as well) has an 18 strength already, from 10% to 80% is added to his extraordinary strength roll. All Strength addition scores above 18 are likewise treated as 1 equalling an extra 10% on the extraordinary strength rating. The material component of this spell is a few hairs or a pinch of dung from a particularly strong animal — ape, bear, ox, etc.

Tasha's Uncontrollable Hideous Laughter (Evocation)

Level: 2
 Range: 5"
 Duration: 1 round
 Area of Effect: One creature

Components: V, S, M
 Casting Time: 2 segments
 Saving Throw: Special

Explanation/Description: This spell enables the caster to cause the subject to perceive everything as hilariously funny. The effect is not immediate, and the subject creature will feel only a slight tingling on the round the dweomer is placed, but on the round immediately following, it will begin smiling, then giggling, chuckling, tittering, snickering, guffawing, and finally collapsing into gales of *uncontrollable hideous laughter*. Although this magic mirth lasts only a single round, the affected creature must spend the next round regaining its feet, and it will be at -2 from its strength (or -2 "to hit" and damage) on the 3rd and 4th rounds following the spell casting. A successful save versus spell negates the effect. The saving throw depends on the intelligence of the creature. Creatures with intelligence of 3 or less are totally unaffected. Those with intelligence of 4-8 save at -6; those with intelligence of 9-12 save at -4; those with intelligence of 13-15 save at -2; and those with intelligence of 16 or greater have normal saving throw probability. The material components of the spell are a small feather, a tiny wooden paddle, and a minute tort. The tort is hurled at the subject, while the feather is waved in one hand and the paddle is tapped against the posterior of the spell caster.

Vocalize (Alteration)

Level: 2
 Range: Touch
 Duration: 5 rounds
 Area of Effect: One spell-casting creature

Components: S, M
 Casting Time: 1 round
 Saving Throw: None

Explanation/Description: This spell allows the recipient to cast spells that normally require a verbal component without having to make a sound, so long as the casting of the subsequent spell(s) takes place entirely within the duration of the *vocalize* spell. This spell is of great use in situations where quiet is desired, or when the recipient is under the influence of a *silence* spell. The *vocalize* spell does not negate possible effects upon other vocal communication (a *message* spell could be cast from within an area of magical *silence*, but no information would be transmitted back to the caster). The spell does not negate the effect of *silence*, but merely offsets it for the purpose of subsequent spell casting. If a spell cast by means of a *vocalize* spell has some audible effect, that sound will be masked for as long as the *silence* remains in force. The material component of this spell is a bell without a clapper, or else a jailbird's tongue.

Web (Evocation)

Level: 2
 Range: 1/2"/level
 Duration: 2 turns/level
 Area of Effect: Special

Components: V, S, M
 Casting Time: 2 segments
 Saving Throw: Neg. or 1/2

Explanation/Description: A web spell creates a many-layered mass of strong, sticky strands similar to spider webs, but far larger and tougher. These masses must be anchored to two or more points — floor and ceiling, opposite walls, etc. — diametrically opposed.

The web spell covers a maximum area of 8 cubic inches, and the webs must be at least 1" thick, so a mass 4" high, 2" wide, and 1" deep may be cast. Creatures caught within webs, or simply touching them, become stuck amongst the gluey fibers. Creatures with less than 13 strength must remain fast until freed by another or until the spell wears off. For every full turn entrapped by a web, a creature has a 5% cumulative chance of suffocating to death. Creatures with strength between 13 and 17 can break through 1' of webs per turn. Creatures with 18 or greater strength break through 1' of webs per round. (N.B. Sufficient mass equates to great strength in this case, and great mass will hardly notice webs.) Strong and huge creatures will break through 1' of webs per segment. It is important to note that the strands of a web spell are flammable. A magic flaming sword will slash them away as easily as a hand brushes away cobwebs. Any fire — torch, flaming oil, flaming sword, etc. — will set them alight and burn them away in a single round. All creatures within the webs will take 2-8 hit

points of damage from the flames, but those freed of the strands will not be harmed. Saving throw is made at -2. If the saving throw versus web is made, two results may have occurred. If the creature has room to escape then he is assumed to have jumped free. If there is no room to escape then the webs are only 1/2 strength. The material component of this spell is a bit of spider web.

Whip (Evocation)

Level: 2
 Range: 1"
 Duration: 1 round/level
 Area of Effect: Special

Components: V, S, M
 Casting Time: 2 segments
 Saving Throw: Special

Explanation/Description: By means of this spell, the magic-user creates a material, whip-like substance up to 1" distant from his or her person. The spell caster can then wield this whip by moving his or her hand as if it held an actual one, for the magical one will respond to movements made by its evoker. The lash can be used so as to make both a whistling crack and an actual strike each turn. The sound alone is sufficient to keep normal animals at bay unless they save versus spell. Any animal actually struck (as indicated by a normal "to hit" die roll) must save versus spell at -1 to -4 or else slink away and not return for at least an hour. Note that the whip does not do actual damage to the creature struck. Creatures with intelligence above 3 are not affected, nor are giant-sized animals above bear-size, nor are monsters. The whip can also be used in melee combat, a successful "to hit" roll indicating that the lash has struck and wrapped around an opponent's weapon. If that weapon is an edged one, the whip must make a saving throw versus *crushing blow* (13 or better); if the weapon is non-edged, the whip must save versus *normal blow* (6 or better). Success on this saving throw indicates that the whip has torn the weapon from the opponent's hand — unless the opponent succeeds on a saving throw versus spell. An affected weapon will be cast to the ground, and the opponent must take 1 round to recover it. The magic bonus of a target weapon applies as a penalty to the whip's saving throw versus *crushing blow* or *normal blow*, and the magic resistance of an intended target opponent must fail for a "to hit" roll to be possible in the first place. The material component of the spell is a small bit of silk braided so as to form a miniature whip.

Wizard Lock (Alteration)

Level: 2
 Range: Touch
 Duration: Permanent
 Area of Effect: 30 square feet/level

Components: V, S
 Casting Time: 2 segments
 Saving Throw: None

Explanation/Description: When a wizard lock spell is cast upon a door, chest or portal, it magically locks it. The wizard-locked door or object can be opened only by breaking, a *dispel magic*, a *knock* spell (qq.v.), or by a magic-user 4 or more levels higher than the one casting the spell. Note that the last two methods do not remove the wizard lock, they only negate it for a brief duration. Creatures of extra-dimensional nature do not affect a wizard lock as they do a held portal (see *hold portal*).

Zephyr (Evocation)

Level: 2
 Range: 0
 Duration: 1 segment
 Area of Effect: 1" path, 1/2" per level in length

Components: V, S, M
 Casting Time: 2 segments
 Saving Throw: None

Explanation/Description: By means of this spell, a gentle draft of air moves from the spell caster and travels in the direction that he or she is facing. It continues until the maximum area of effect is reached. The force of the zephyr is sufficient to cause small flames to waver and dance. It fans flames and fires of larger size, making them hotter (+1 on damage dice, if applicable). It will hold back moving clouds of vapors (such as a *cloudkill*) for 1 round. It will weaken such vapors as *fog cloud* and *wall of fog* so as to reduce their duration by half. It will move stagnant air, vapors, or even poisonous gases backwards by 1", and this force likewise reduces their duration and potency by half, unless the vapor or gas is renewed by some source. The material component for this spell is a piece of fine parchment, accordion-folded and tacked near the bottom with a pin or ivory or silver.

MAGIC USER SPELLS, 3RD LEVEL

Third Level Spells:

Blink (Alteration)

Level: 3
Range: 0
Duration: 1 round/level
Area of Effect: Personal
Components: V, S
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: By means of this spell, the magic-user causes his or her material form to "blink" out and back to this plane once again in random period and direction during the duration of each minute the spell is in effect. (Cf. **ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL**, *Blink Dog*.) The segment of the round that the spell caster "blinks out" is determined by random roll with 2d4, and during this same segment he or she will appear again 2' distant from his or her previous position. (Direction is determined by roll of d8: 1 = right ahead, 2 = right, 3 = right behind, 4 = behind, 5 = left behind, 6 = left, 7 = left ahead, 8 = ahead.) If some object is already occupying the space where the spell caster is indicated as "blinking" into, his or her form is displaced in a direction away from original (round starting) position for any distance necessary to appear in empty space, but never in excess of an additional 10'. If that extra distance still dictates the magic-user and another solid object are to occupy the same space, the spell caster is then trapped on the ethereal plane. During and after the *blink* segment of a round, the spell caster can be attacked only by opponents able to strike both locations at once, e.g. a *breath weapon*, *fireball*, and similar wide area attack forms. Those not so able can only strike the magic-user if they managed to attack prior to the "blink" segment. The spell caster is only 75% likely to be able to perform any acts other than physical attack with a hand-held stabbing or striking weapon during the course of this spell. That is, use of any spell, device, or item might not be accomplished or accomplished in an incorrect manner or in the wrong direction. Your referee will determine success/failure and the results thereof according to the particular action being performed.

Clairaudience (Divination)

Level: 3
Range: Special
Duration: 1 round/level
Area of Effect: Special
Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: The *clairaudience* spell enables the magic-user to concentrate upon some locale and hear in his or her mind whatever noise is within a 6" radius of his or her determined *clairaudience* locale center. Distance is not a factor, but the locale must be known, i.e. a place familiar to the spell caster or an obvious one (such as behind a door, around a corner, in a copse of woods, etc.). Only sounds which are normally detectable by the magic-user can be heard by use of this spell. Only metal sheeting or magical protections will prevent the operation of the spell. Note that it will function only on the plane of existence on which the magic-user is at the time of casting. The material component of the spell is a small silver horn of at least 100 g.p. value, and casting the spell causes it to disappear.

Clairvoyance (Divination)

Level: 3
Range: Special
Duration: 1 round/level
Area of Effect: Special
Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: Similar to the *clairaudience* spell, the *clairvoyance* spell empowers the magic-user to see in his or her mind whatever is within sight range from the spell locale chosen. Distance is not a factor, but the locale must be known — familiar or obvious. Furthermore, light is a factor whether or not the spell caster has the ability to see into the infrared or ultraviolet spectrums. If the area is dark, only a 1" radius from the center of the locale of the spell's area of effect can be *clairvoyed*; otherwise, the seeing extends to normal vision range. Metal sheeting or magical protections will foil a *clairvoyance* spell. The spell functions only on the plane on which the magic-user is at the time of casting. The material component of the spell is a pinch of powdered pineal gland from a human or humanoid creature.

Cloudburst (Alteration)

Level: 3
Range: 1"/level
Duration: 1 round
Area of Effect: 3" diam. cylinder up to 6" high
Components: V, S, M
Casting Time: 3 segments
Saving Throw: None (& special)

Explanation/Description: This spell is identical to the 3rd-level clerical spell of the same name, except that a holy symbol is not part of the material component.

Detect Illusion (Divination)

Level: 3
Range: Touch
Duration: 2 rounds + 1/level
Area of Effect: Line of sight 1" wide, 1"/level long
Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: This spell is the same as the 1st-level illusionist spell *detect illusion*, except as noted above.

Explanation/Description: By means of this spell the illusionist is able to see an illusion and know it for exactly that. Note that it can be used to enable others to see illusions as unreal if the spell caster touches the creature with both hands and the creature looks at the illusion while so touched. The material component is a piece of yellow tinted crystal, glass, or mica.

Dispel Magic (Abjuration)

Level: 3
Range: 12"
Duration: Permanent
Area of Effect: 3' cube
Components: V, S
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: Except as noted above, this spell is the same as the third level cleric spell *dispel magic* (q.v.).

Explanation/Description: When a cleric casts this spell, it neutralizes or negates the magic it comes in contact with as follows: A *dispel magic* will not affect a specially enchanted item such as a scroll, magic ring, wand, rod, staff, miscellaneous magic item, magic weapon, magic shield, or magic armor. It will destroy magic potions (they are treated as 12th level for purposes of this spell), remove spells cast upon persons or objects, or counter the casting of spells in the area of effect. The base chance for success of a *dispel magic* spell is 50%. For every level of experience of the character casting the *dispel magic* above that of the creature whose magic is to be dispelled (or above the efficiency level of the object from which the magic is issuing), the base chance increases by 5%, so that if there are 10 levels of difference, there is a 100% chance. For every level below the experience/efficiency level of the creature/object, the base chance is reduced by 2%. Note that this spell can be very effective when used upon *charmed* and similarly beguiled creatures. It is automatic in negating the spell caster's own magic.

Explosive Runes (Alteration)

Level: 3
Range: Touch
Duration: Special
Area of Effect: 1" radius
Components: V, S
Casting Time: 3 segments
Saving Throw: 1/2 or none

Explanation/Description: By tracing the mystic runes upon a book, map, scroll, or similar instrument bearing written information, the magic-user prevents unauthorized reading of such. The *explosive runes* are difficult to detect, 5% per level of magic use experience of the reader, thieves having only a 5% chance in any event. When read, the *explosive runes* detonate, delivering a full 12 to 30 (6d4 + 6) hit points of damage upon the reader, who gets no saving throw, and either a like amount, or half that if saving throws are made, on creatures within the blast radius. The magic-user who cast the spell, as well as any other magic-users he or she instructs, can use the instrument without triggering the runes. Likewise, the magic-user can totally remove them whenever desired. They can otherwise be removed only by a *dispel magic* spell, and the *explosive runes* last until the spell is triggered. The instrument upon which the runes are placed will be destroyed when the explosion takes place unless it is not normally subject to destruction by magical fire.

Feign Death (Necromantic)

Level: 3
 Range: Touch
 Duration: 6 rounds + 1 round/
 level
 Area of Effect: Creature touched

Components: V, S
 Casting Time: 1 segment
 Saving Throw: None

Explanation/Description: By means of this spell, the caster or any other creature whose levels of experience/hit dice do not exceed the magic-user's own level can be put into a cataleptic state which is impossible to distinguish from actual death. Although the person/creature affected by the *feign death* spell can smell, hear, and know what is going on, no feeling or sight of any sort is possible; thus, any wounding or mistreatment of the body will not be felt and no reaction will occur and damage will be only one-half normal. In addition, paralysis, poison, or energy level drain will not affect the individual/creature under the influence of this spell, but poison injected or otherwise introduced into the body will become effective when the spell recipient is no longer under the influence of this spell, although a saving throw is permitted. Note that only a willing individual can be affected by *feign death*. The spell caster is able to end the spell effects at any time desired, but it requires 1 full round for bodily functions to begin again.

Fireball (Evocation)

Level: 3
 Range: 10" + 1"/level
 Duration: Instantaneous
 Area of Effect: 2" radius sphere

Components: V, S
 Casting Time: 3 segments
 Saving Throw: ½

Explanation/Description: A *fireball* is an explosive burst of flame, which detonates with a low roar, and delivers damage proportionate to the level of the magic-user who cast it, i.e. 1 six-sided die (d6) for each level of experience of the spell caster. *Exception:* Magic *fireball* wands deliver 6 die *fireballs* (6d6), magic staves with this capability deliver 8 die *fireballs*, and scroll spells of this type deliver a *fireball* of from 5 to 10 dice (d6 + 4) of damage. The burst of the *fireball* does not expend a considerable amount of pressure, and the burst will generally conform to the shape of the area in which it occurs, thus covering an area equal to its normal spherical volume. [The area which is covered by the *fireball* is a total volume of roughly 33,000 cubic feet (or yards)]. Besides causing damage to creatures, the *fireball* ignites all combustible materials within its burst radius, and the heat of the *fireball* will melt soft metals such as gold, copper, silver, etc. Items exposed to the spell's effects must be rolled for to determine if they are affected. Items with a creature which makes its saving throw are considered as unaffected. The magic-user points his or her finger and speaks the range (distance and height) at which the *fireball* is to burst. A streak flashes from the pointing digit and, unless it impacts upon a material body prior to attaining the prescribed range, flowers into the *fireball*. If creatures fail their saving throws, they all take full hit point damage from the blast. Those who make saving throws manage to dodge, fall flat or roll aside, taking ½ the full hit point damage — each and every one within the blast area. The material component of this spell is a tiny ball composed of bat guano and sulphur.

Flame Arrow (Conjuration/Summoning)

Level: 3
 Range: Touch
 Duration: 1 segment/level
 Area of Effect: Each arrow/bolt touched

Components: V, S, M
 Casting Time: 3 segments
 Saving Throw: None

Explanation/Description: Once the magic-user has cast this spell, he or she is able to touch one arrow or crossbow bolt (quarrel) per segment for the duration of the *flame arrow*. Each such missile so touched becomes magic, although it gains no bonuses "to hit". Each such missile must be discharged within 1 round, for after that period flame consumes it entirely, and the magic is lost. Fiery missiles will certainly have normal probabilities of causing combustion, and any creature subject to additional fire damage will suffer +1 hit point of damage from any *flame arrow* which hits it. The material components for this spell are a drop of oil and a small piece of flint.

Fly (Alteration)

Level: 3
 Range: Touch
 Duration: 1 turn/level + 1-6 turns
 Area of Effect: Creature touched

Components: V, S, M
 Casting Time: 3 segments
 Saving Throw: None

Explanation/Description: This spell enables the magic-user to bestow the power of magical flight. The creature affected is able to move vertically and/or horizontally at a rate of 12" per move (half that if ascending, twice that if descending in a dive). The exact duration of the spell is always unknown to the spell caster, as the 1-6 turns variable addition is determined by the Dungeon Master secretly. The material component of the *fly* spell is a wing feather of any bird.

Gust Of Wind (Alteration)

Level: 3
 Range: 0
 Duration: 1 segment
 Area of Effect: 1" path, 1" per level in length

Components: V, S, M
 Casting Time: 3 segments
 Saving Throw: None

Explanation/Description: When this spell is cast, a strong puff of air originates from the magic-user and moves in the direction he or she is facing. The force of this *gust of wind* is sufficient to extinguish candles, torches, and similar unprotected flames. It will cause protected flames — such as those of lanterns — to wildly dance and has a 5% chance per level of experience of the spell caster to extinguish even such lights. It will also fan large fires outwards 1' to 6' in the direction of the wind's movement. It will force back small flying creatures 1" to 6" and cause man-sized ones to be held motionless if attempting to move into its force, and similarly slow large flying creatures by 50% for 1 round. It will blow over light objects. Its path is 1" wide by 1" of length per level of experience of the magic-user casting the *gust of wind* spell i.e. an 8th level magic-user causes a *gust of wind* which travels 8". The material component of the spell is a legume seed.

Haste (Alteration)

Level: 3
 Range: 6"
 Duration: 3 rounds + 1 round/level
 Area of Effect: 4" X 4" area, 1 creature/level

Components: V, S, M
 Casting Time: 3 segments
 Saving Throw: None

Explanation/Description: When this spell is cast, affected creatures function at double their normal movement and attack rates. Thus, a creature moving at 6" and attacking 1 time per round would move at 12" and attack 2 times per round. Spell casting is not more rapid. The number of creatures which can be affected is equal to the level of experience of the magic-user, those creatures closest to the spell caster being affected in preference to those farther away, and all affected by *haste* must be in the designated area of effect. Note that this spell negates the effects of a *slow spell* (see hereafter). Additionally, this spell ages the recipients due to speeded metabolic processes. Its material component is a shaving of licorice root.

Hold Person (Enchantment/Charm)

Level: 3
 Range: 12"
 Duration: 2 rounds/level
 Area of Effect: One to four persons

Components: V
 Casting Time: 3 segments
 Saving Throw: Neg.

Explanation/Description: Similar to the second level cleric *hold person* (q.v.), this spell immobilizes creatures, within range, as designated by the magic-user. If three or four persons are attacked, their saving throws are normal; but if two are attacked, their saving throws are made at -1; and if only one creature is attacked, the saving throw versus the *hold person* spell is made at -3 on the die. Partial negation of a *hold person* spell, such as would be possible by a *ring of spell turning*, causes the spell to function as a *slow spell* (q.v.) unless the saving throw is successful. Creatures affected by the spell are: brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, and troglodytes.

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Explanation/Description: This spell holds immobile, and freezes in place, from 1-3 humans or humanoid creatures (see below) for 5 or more melee rounds. The level of the cleric casting the hold person spell dictates the length of time the effect will last. The basic duration is 5 melee rounds at 1st level, 6 rounds at 2nd level, 7 rounds at 3rd level, etc. If the spell is cast at three persons, each gets a saving throw at the normal score; if only two persons are being enspelled, each makes their saving throw at -1 on their die; if the spell is cast at but one person, the saving throw die is at -2. Persons making their saving throws are totally unaffected by the spell. Creatures affected by a hold person spell are: brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, and troglodytes. The spell caster needs a small, straight piece of iron as the material component of this spell.

1st level, 6 rounds at 2nd level, 7 rounds at 3rd level, etc. If the spell is cast at three persons, each gets a saving throw at the normal score; if only two persons are being enspelled, each makes their saving throw at -1 on their die; if the spell is cast at but one person, the saving throw die is at -2. Persons making their saving throws are totally unaffected by the spell. Creatures affected by a hold person spell are: brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, and troglodytes. The spell caster needs a small, straight piece of iron as the material component of this spell.

Infravision (Alteration)

Level: 3
Range: Touch
Duration: 12 turns + 6 turns/level
Area of Effect: Creature touched

Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: By means of this spell the magic-user enables the recipient of *infravision* to see light in the infrared spectrum. Thus, differences in heat wave radiations can be seen up to 6". Note that strong sources of infrared radiation (fire, lanterns, torches, etc.) tend to blind or cast "shadows" just as such light does with respect to normal vision, so the *infravision* is affected and does not function efficiently in the presence of such heat sources. (Invisible creatures are not usually detectable by *infravision*, as the infrared light waves are affected by invisibility, just as those of the ultraviolet and normal spectrums are.) The material component of this spell is either a pinch of dried carrot or an agate.

Invisibility, 10' Radius (Illusion/Phantasm)

Level: 3
Range: Touch
Duration: Special
Area of Effect: 10' radius of creature touched

Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: This spell is essentially the same as *invisibility* (q.v.). Those affected by it cannot see each other. Those affected creatures which attack negate the invisibility only with respect to themselves, not others made invisible, unless the spell recipient causes the spell to be broken.

Item (Alteration)

Level: 3
Range: Touch
Duration: 6 turns/level*
Area of Effect: 2 cu. ft. per level of caster

Components: V, S, M
Casting Time: 3 segments
Saving Throw: Special

*Duration quadrupled if used on non-living material.

Explanation/Description: By means of this spell, the magic-user is able to touch any normal, non-magical item of a size appropriate to the allowable area of effect and cause it to shrink to one-twelfth of its normal size. Optionally, the caster can also change its now-shrunken composition to a cloth-like one. Only living things are entitled to a saving throw versus spell, but each such save is at +4. Objects and creatures transformed to cloth make saving throws normally (as if not altered) against subsequent attacks. Objects changed by an *item* spell can be returned to normal composition and size merely by tossing them onto any solid surface or by word of command from the original spell caster. It is possible to affect a fire and its fuel with this spell.

Leomund's Tiny Hut (Alteration)

Level: 3
Range: 0
Duration: 6 turns/level
Area of Effect: 10' diameter sphere

Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: When this spell is cast, the magic-user causes an opaque sphere of force to come into being around his or her person, half of the sphere projecting above the ground or floor surface, the lower hemisphere passing through the surface. This field causes the interior of the sphere to maintain at 70° F. temperature in cold to 0° F., and heat up to 105° F. Cold below 0° lowers inside temperature on a 1° for 1" basis, heat above 105° raises the inside temperature likewise. The *tiny hut* will withstand winds up to 50 m.p.h. without being harmed, but wind force greater than that will destroy it. The interior of the *tiny hut* is a hemisphere, and the spell caster can illuminate it dimly upon command, or extinguish the light as desired. Note that although the force field is opaque from positions outside, it is transparent from within. In no way will *Leomund's Tiny Hut* provide protection from missiles, weapons, spells, and the like. Up to 6 other man-sized creatures can fit into the field with its creator, and these others can freely pass in and out of the *tiny hut* without harming it, but if the spell caster removes himself from it, the spell will dissipate. The material component for this spell is a small crystal bead which will shatter when spell duration expires or the hut is otherwise dispelled.

Lightning Bolt (Evocation)

Level: 3
Range: 4" + 1"/level
Duration: Instantaneous
Area of Effect: Special

Components: V, S, M
Casting Time: 3 segments
Saving Throw: ½

Explanation/Description: Upon casting this spell, the magic user releases a powerful stroke of electrical energy which causes damage equal to 1 six-sided die (d6) for each level of experience of the spell caster to creatures within its area of effect, or 50% of such damage to such creatures which successfully save versus the attack form. The range of the bolt is the location of the commencement of the stroke, i.e. if shot to 6", the bolt would extend from this point to *n* inches further distance. The *lightning bolt* will set fire to combustibles, sunder wooden doors, splinter up to 1' thickness of stone, and melt metals with a low melting point (lead, gold, copper, silver, bronze). Saving throws must be made for objects which withstand the full force of a stroke (cf. *fireball*). The area of the *lightning bolt's* effect is determined by the spell caster, just as its distance is. The stroke can be either a forking bolt 1" wide and 4" long, or a single bolt ½" wide and 8" long. If a 12th level magic-user cast the spell at its maximum range, 16" in this case, the stroke would begin at 16" and flash outward from there, as a forked bolt ending at 20" or a single one ending at 24". If the full length of the stroke is not possible due to the interposition of a non-conducting barrier (such as a stone wall), the lightning bolt will double and rebound towards its caster, its length being the normal total from beginning to end of stroke, damage caused to interposing barriers notwithstanding. Example: An 8" stroke is begun at a range of 4", but the possible space in the desired direction is only 3½"; so the bolt begins at the 3½" maximum, and it rebounds 8" in the direction of its creator. The material components of the spell are a bit of fur and an amber, crystal or glass rod.

Material (Evocation-Conjuration)

Level: 3
Range: 1"
Duration: Permanent
Area of Effect: 1 cu. ft. per level of caster

Components: V, S
Casting Time: 1 round
Saving Throw: None

Explanation/Description: A *material* spell allows the magic-user to actually bring into being certain common things. There is no great difficulty in causing common basic materials such as stone, earth (soil), or wood to appear. These sorts of materials in raw, unworked form are easily gained by means of this spell. Similarly, other inorganic or non-living materials such as water, air, dung, straw, etc., can be conjured. When simple plants are concerned, such as when the caster attempts to bring into being an area of grass, there is a base 100% chance of total failure, modified downward by 1% per level of the spell caster. Animal life can never be affected by this spell. In no event can worked, refined, or fabricated items be brought into being by a *material* spell, nor can rough gems or precious metals. The spell essentially enables the magic-user to create common things of a basic nature.

Melf's Minute Meteors (Evocation/Alteration)

Level: 3
 Range: 1"/level
 Duration: *Special*
 Area of Effect: *One target per missile*

Components: V, S, M
 Casting Time: 5 segments
 Saving Throw: *None*

Explanation/Description: This spell is unusual in two respects. First, the *dweomer* enables the caster to cast small globes of fire, each of which bursts into a 1 ft. diameter sphere upon impact, inflicting 1-4 points of damage upon the target creature — or otherwise igniting combustible materials (even solid planks). These meteors are missile weapons thrown by the mage, with misses being treated as grenade-like missiles. This ability continues from round to round until the caster has fired off as many of these "meteors" as he or she has levels of experience, until he or she decides to forego casting any additional missiles still remaining, or until a *dispel magic* spell is successfully cast upon the magic-user. Second, once *Melf's Minute Meteors* is cast, the magic-user has the option to discharge the available missiles at the rate of 1 every 2 segments, as desired, or 1 every round (beginning with the initial round of casting). The magic-user may not switch between these options once one of them is chosen.

In the first option, the caster must point at the desired target on the second segment after the spell is cast, and a missile will be discharged. This process is repeated every 2 segments thereafter until all of the missiles are so released. Naturally, this usually will mean that the spell actually carries over into at least the following round.

If the second option is chosen, the magic-user can withhold or discharge missiles as he or she sees fit, so long as one missile is let go during each subsequent round. This option has the benefit of enabling the spell caster to actually discharge one of the "meteors" and conjure some other spell as well in the same round. The other spell must be of such a nature as to not require the continuing concentration of the spell caster, or else he or she will involuntarily forego the casting of any further missiles from the original spell. However, the magic-user's opportunity to discharge a missile and cast a spell in the same round is of such benefit that the potential loss is not of concern. If the magic-user fails to maintain an exact *mental* count of the number of missiles remaining, this is an unfailing indication that he or she has involuntarily foregone the remaining portion of the spell.

The components necessary for the casting of this *dweomer* are nitre and sulphur formed into a bead by the admixture of pine tar, and a small hollow tube of minute proportion, fashioned from gold. The tube costs no less than 1,000 gp to construct, so fine is its workmanship and magical engraving, but it remains potent throughout numerous castings of the spell — unless damaged by accident or abuse.

Monster Summoning I (Conjuration/Summoning)

Level: 3
 Range: 3"
 Duration: 2 rounds + 1 round/level
 Area of Effect: *Special*

Components: V, S, M
 Casting Time: 3 segments
 Saving Throw: *None*

Explanation/Description: Within 1-4 rounds of casting this spell, the magic-user will cause the appearance of from 2-8 first level monsters (selected at random by the referee, but whose number may be either randomly determined or selected personally by the referee, according to the strength of the monster randomly determined). These monsters will appear in the spot, within spell range, desired by the magic-user, and they will attack the spell user's opponents to the best of their ability until he or she commands that attack cease, or the spell duration expires, or the monsters are slain. Note that if no opponent exists to fight, summoned monsters can, if communication is possible, and if they are physically capable, perform other services for the summoning magic-user. The material components of this spell are a tiny bag and a small (not necessarily lit) candle.

Phantasmal Force (Illusion/Phantasm)

Level: 3
 Range: 8" + 1"/level
 Duration: *Special*
 Area of Effect: 8 square inches + 1 square inch/level

Components: V, S, M
 Casting Time: 3 segments
 Saving Throw: *Special*

Explanation/Description: When this spell is cast, the magic-user creates a visual illusion which will affect all believing creatures which view the phantasmal force, even to the extent of suffering damage from phantasmal missiles or from falling into an illusory pit full of sharp spikes. Note that *audial* illusion is not a component of the spell. The illusion lasts until struck by an opponent — unless the spell caster causes the illusion to react appropriately — or until the magic-user ceases concentration upon the spell (due to desire, moving, or successful attack which causes damage). Creatures which disbelieve the phantasmal force gain a saving throw versus the spell, and if they succeed, they see it for what it is and add +4 to associates' saving throws if this knowledge can be communicated effectively. Creatures not observing the spell effect are immune until they view it. The spell can create the illusion of any object, or creature, or force, as long as it is within the boundaries of the spell's area of effect. This area can move within the limits of the range. The material component of the spell is a bit of fleece.

Protection From Evil, 10' Radius (Abjuration) Reversible

Level: 3
 Range: *Touch*
 Duration: 2 rounds/level
 Area of Effect: 10' radius sphere around creature touched

Components: V, S, M
 Casting Time: 3 segments
 Saving Throw: *None*

Explanation/Description: This spell is the same as the first level *protection from evil* spell except with respect to its area of effect. See also the first level cleric *protection from evil* spell for general information.

Explanation/Description: When this spell is cast, it acts as if it were a magical armor upon the recipient. The protection encircles the recipient at a one foot distance, thus preventing bodily contact by creatures of an enchanted or conjured nature such as aerial servants, demons, devils, djinn, efreet, elementals, imps, invisible stalkers, night hags, quasits, salamanders, water weeds, wind walkers, and xorn. Summoned animals or monsters are similarly hedged from the protected creature. Furthermore, any and all attacks launched by evil creatures incur a penalty of -2 from dice rolls "to hit" the protected creature, and any saving throws caused by such attacks are made at +2 on the protected creature's dice. This spell can be reversed to become *protection from good*, although it still keeps out enchanted evil creatures as well. To complete this spell, the cleric must trace a 3' diameter circle upon the floor (or ground) with holy water for protection from evil, with blood for protection from good — or in the air using burning incense or smoldering dung with respect to evil/good.

Protection From Normal Missiles (Abjuration)

Level: 3
 Range: *Touch*
 Duration: 1 turn/level
 Area of Effect: *Creature touched*

Components: V, S, M
 Casting Time: 3 segments
 Saving Throw: *None*

Explanation/Description: By means of this spell, the magic-user bestows total invulnerability to hurled and projected missiles such as arrows, axes, bolts, javelins, small stones and spears. Furthermore, it causes a reduction of 1 from each die of damage inflicted by large and/or magical missiles such as ballista missiles, catapult stones, and magical arrows, bolts, javelins, etc. Note, however, that this spell does not convey any protection from such magical attacks as fireballs, lightning bolts, or magic missiles. The material component of this spell is a piece of tortoise or turtle shell.

Secret Page (Alteration)

Level: 3
 Range: *Touch*
 Duration: *Until dispelled*
 Area of Effect: *One page of any size up to 2 ft. square*

Components: V, S, M
 Casting Time: *1 turn*
 Saving Throw: *None*

Explanation/Description: When cast, a *secret page* spell alters the actual contents of a page to appear to be something entirely different. Thus, a map can be changed to become a treatise on burnishing ebony walking sticks; the text of a spell can be altered to show a ledger page or even another form of spell, etc. *Confuse languages* and *explosive runes* may be cast upon the *secret page*, but a *comprehend languages* will not reveal the actual contents of the *secret page*. The caster is able to reverse the effect of the spell by the mere utterance of a command word, then peruse the actual page, and return it to its *secret page* form thereafter. The caster can also remove the spell by double repetition of the command word. Others noting the dim magic of a page with this spell cloaking its true contents can attempt a *dispel magic*, but if it fails, the page will be destroyed. Short of an *alter reality* or *wish* spell, only will-o-wisp or boggart essence will reveal the true nature of the subject of a *secret page* spell, if that page is not subjected to *dispel magic*. The material component of the spell is powdered herring scales.

Sepia Snake Sigil (Conjuration/Summoning)

Level: 3
 Range: *1/2"*
 Duration: *Special*
 Area of Effect: *One sigil*

Components: V, S, M
 Casting Time: *3 segments*
 Saving Throw: *None*

Explanation/Description: There are three forms of this spell, but each eventually causes the conjuration of a deep brown snake-like force. This so-called *sepia snake* springs into being and strikes at the nearest living creature (but the *sepia snake* will not attack the magic-user who cast the spell). Its attack is made as if it were a monster with hit dice equal to the level of the magic-user who cast the dweomer. If it is successful in striking, the victim is engulfed in a shimmering amber field of force, frozen and immobilized until the caster releases the dweomer or until a *dispel magic* spell does so. Until then, nothing can get at the victim, move the shimmering force surrounding him or her, or otherwise affect the field or the victim. The victim does not age, grow hungry, sleep or regain spells when in this state, and is not aware of his or her surroundings. If the *sepia snake* misses its target, it dissipates in a flash of brown light, with a loud noise and a puff of dun-colored smoke which is 1" in diameter and lasts for 1 round. The three applications are: 1) as a glowing sigil in the air drawn by the spell caster and pointed at the intended target; 2) as a glyph of umber marked on some surface that is touched or gazed upon; and 3) as a small character written into some magic work to protect it. The components for the spell are 100 gp worth of powdered amber, a scale from any snake, and a pinch of mushroom spores.

Slow (Alteration)

Level: 3
 Range: *9" + 1"/level*
 Duration: *3 rounds + 1 round/level*
 Area of Effect: *4" X 4" area, 1 creature/level*

Components: V, S, M
 Casting Time: *3 segments*
 Saving Throw: *None*

Explanation/Description: A *slow* spell causes affected creatures to move and attack at one-half of the normal or current rate. Thus, it negates a *haste* spell (q.v.), has cumulative effect if cast upon creatures already slowed, and otherwise affects magically speeded or slowed creatures. The magic will affect as many creatures as the spell caster has levels of experience, providing these creatures are within the area of effect determined by the magic-user, i.e. the 4" X 4" area which centers in the direction and at the range called for by the caster. The material component of this spell is a drop of treacle.

Suggestion (Enchantment/Charm)

Level: 3
 Range: *3"*
 Duration: *6 turns + 6 turns/level*
 Area of Effect: *One creature*

Components: V, M
 Casting Time: *3 segments*
 Saving Throw: *Neg.*

Explanation/Description: When this spell is cast by the magic-user, he or she influences the actions of the chosen recipient by utterance of a few words — phrases, or a sentence or two — suggesting a course of action desirable to the spell caster. The creature to be influenced must, of course, be able to understand the magic-user's suggestion, i.e., it must be spoken in a language which the spell recipient understands. The suggestion must be worded in such a manner as to make the action sound reasonable; a request asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act will automatically negate the effect of the spell. However, a suggestion that a pool of acid was actually pure water, and a quick dip would be refreshing, is another matter; or the urging that a cessation of attack upon the magic-user's party would benefit a red dragon, for the group could loot a rich treasure elsewhere through co-operative action, is likewise a reasonable use of the spell's power. The course of action of a suggestion can continue in effect for a considerable duration, such as in the case of the red dragon mentioned above. If the recipient creature makes its saving throw, the spell has no effect. Note that a very reasonable suggestion will cause the saving throw to be made at a penalty (such as -1, -2, etc.) at the discretion of your Dungeon Master. Undead are not subject to suggestion. The material components of this spell are a snake's tongue and either a bit of honeycomb or a drop of sweet oil.

Tongues (Alteration) Reversible

Level: 3
 Range: *0*
 Duration: *1 round/level*
 Area of Effect: *6" diameter circle*

Components: V, M
 Casting Time: *3 segments*
 Saving Throw: *None*

Explanation/Description: Except as noted above, this spell is the same as the fourth level cleric spell, *tongues* (q.v.). Also, the material component is a small clay model of a ziggurat, which shatters when the spell is pronounced.

Explanation/Description: This spell enables the cleric to speak the language of any creature inside the spell area, whether it is a racial tongue or an alignment language. The reverse of the spell cancels the effect of the *tongues* spell or confuses verbal communication of any sort within the area of effect.

Water Breathing (Alteration) Reversible

Level: 3
 Range: *Touch*
 Duration: *3 turns/level*
 Area of Effect: *Creature touched*

Components: V, S, M
 Casting Time: *3 segments*
 Saving Throw: *None*

Explanation/Description: Except as noted above, and that the material component of the spell is a short reed or piece of straw, this is the same as the third level druid spell, *water breathing* (q.v.).

Explanation/Description: The recipient of a *water breathing* spell is able to freely breathe underwater for the duration of the spell, i.e. 6 turns for each level of experience of the druid casting the spell. The reverse, *air breathing*, allows water breathing creatures to comfortably survive in the atmosphere for an equal duration.

Wind Wall (Alteration)

Level: 3
 Range: 1"/level
 Duration: 1 round/level
 Area of Effect: An area 1" wide and 1/2" high per level of caster

Components: V, S, M
 Casting Time: 3 segments
 Saving Throw: *Special*

Explanation/Description: This spell brings forth an invisible curtain of wind of considerable strength — sufficient to blow birds as large as crows upward, or to tear papers and like materials from unsuspecting hands. (If in doubt, a saving throw versus spell determines whether the subject maintains its grasp.) Normal insects cannot pass such a barrier. Loose material, even cloth garments, caught in a *wind wall* will fly upward. The material components are a tiny fan and a feather of exotic origin.

Fourth Level Spells:**Charm Monster (Enchantment/Charm)**

Level: 4
 Range: 6"
 Duration: *Special*
 Area of Effect: *Special*

Components: V, S
 Casting Time: 4 segments
 Saving Throw: Neg.

Explanation/Description: This spell is similar to a *charm person* spell (q.v.), but it will affect any living creature — or several creatures of lesser level as explained hereafter. The magic-user casts the *charm monster* spell, and any affected creature regards the spell caster as friendly, an ally or companion to be treated well or guarded from harm. If communication is possible, the charmed creature will follow reasonable requests, instructions, or orders most faithfully (cf. *suggestion* spell). Affected creatures will eventually come out from under the influence of the spell, and the probability of such breaking of a *charm monster* spell is a function of the creature's level, i.e. its number of hit dice:

Monster Level or Hit Dice	Percent Chance/ Week of Breaking Spell
1st or up to 2	5%
2nd or up to 3 + 2	10%
3rd or up to 4 + 4	15%
4th or up to 6	25%
5th or up to 7 + 2	35%
6th or up to 8 + 4	45%
7th or up to 10	60%
8th or up to 12	75%
9th or over 12	90%

Naturally, overtly hostile acts by the person charming the monster will automatically break the spell, or at the very least allow the monster a new saving throw versus the charm. The spell will affect from 2-8 1st level creatures, 1-4 2nd level creatures, 1 or 2 3rd level, or 1 creature of 4th or higher level.

Explanation/Description: This spell will affect any single person or mammal it is cast upon. The creature then will regard the druid who cast the spell as a trusted friend and ally to be heeded and protected. The spell does not enable the druid to control the charmed creature as if it were an automaton, but any word or action of the druid will be viewed in its most favorable way. Thus, a charmed creature would not obey a suicide command, but might believe the druid if assured that the only chance to save the druid's life is if the creature holds back an onrushing red dragon for "just a round or two". Note also that the spell does not empower the druid with linguistic capabilities beyond those he or she normally possesses. The duration of the spell is a function of the charmed creature's intelligence, and it is tied to the saving throw. The spell may be broken if a saving throw is made, and this saving throw is checked on a periodic basis according to the creature's intelligence:

If the druid harms, or attempts to harm, the charmed creature by some overt action, or if a *dispel magic* (q.v.) is successfully cast upon the charmed creature, the charm will be broken automatically. The spell affects all mammalian animals and persons. The term *person* includes all bipedal human and humanoid creatures of approximately man-size, or less than man-size, including those affected by the *hold person* spell (q.v.). If the recipient of the *charm person/charm mammal* spell makes its saving throw versus the spell, its effect is negated.

Confusion (Enchantment/Charm)

Level: 4
 Range: 12"
 Duration: 2 rounds + 1 round/level
 Area of Effect: Up to 6" X 6"

Components: V, S, M
 Casting Time: 4 segments
 Saving Throw: *Special*

Explanation/Description: Except as noted above, this spell is identical to the seventh level druid spell, *confusion* (q.v.). However, it affects a basic 2-16 creatures. Its material component is a set of three nut shells.

Explanation/Description: This spell causes confusion in one or more creatures within spell range. Confused creatures will react as follows:

Die Roll	Action
01-10	Wander away for 1 turn
11-60	Stand confused for 1 round
61-80	Attack nearest creature for 1 round
81-00	Attack druid or his party for 1 round

The spell lasts for 1 melee round for each level of experience of the spell caster. It will affect 2 to 8 creatures, plus a possible additional number of creatures determined by subtracting the level or number of hit dice of the strongest opponent creature within the spell range and area of effect from the level of the druid who cast the spell of confusion. If a positive number results, it is added to the random die roll result for number of creatures affected; a negative number is ignored. All creatures affected will be those closest to the druid within the area of effect. Each affected creature must make a saving throw each round, unless they are caused to "wander away for 1 turn" in which case they will go as far away from the druid as is possible in one turn of normal movement, as conditions permit. All saving throws are at -2. Confused creatures act according to the table of actions shown above, but saving throws and actions are checked at the beginning of each round.

Dig (Evocation)

Level: 4
 Range: 3"
 Duration: 1 round/level
 Area of Effect: 5' cube per level of the magic-user

Components: V, S, M
 Casting Time: 4 segments
 Saving Throw: *Special*

Explanation/Description: A *dig* spell enables the caster to excavate 125 cubic feet of earth, sand, or mud per round. The hole thus dug is a cube 5' per side. The material thrown from the excavation scatters evenly around the pit. If the magic-user continues downward beyond 5', there is a chance that the pit will collapse: 15%/additional 5' in depth in earth, 35%/additional 5' depth in sand, and 55%/additional 5' depth in mud. Any creature at the edge (1') of such a pit uses its dexterity score as a saving throw to avoid falling into the hole, with a score equal to or less than the dexterity meaning that a fall was avoided. Any creature moving rapidly towards a pit area will fall in unless it saves versus magic. Any creature caught in the center of a pit just dug will always fall in. The spell caster uses a miniature shovel and tiny bucket to activate a *dig* spell and must continue to hold these material components while each pit is excavated.

Dispel Illusion (Abjuration)

Level: 4
 Range: 1/2"/level
 Duration: *Permanent*
 Area of Effect: *Special*

Components: V, S
 Casting Time: 4 segments
 Saving Throw: *None*

Explanation/Description: This spell is similar to the 3rd-level illusionist spell of the same name. A magic-user attempting to dispel an illusion is considered at two levels below his actual level with respect to *illusion/phantasm* spells cast by an illusionist.

Explanation/Description: By means of this spell, the spell caster can dispel any *phantasmal force* — with or without *audible glamor* — cast by a non-illusionist; and the spell has the same chance of dispelling any *illusion/phantasm* spells of another illusionist as a *dispel magic* spell (q.v.) does, i.e. 50% base chance adjusted by 2% downward, or 5% upward, for each level of experience lesser/greater of the illusionist casting the *dispel illusion* compared to the illusionist casting the spell to be dispelled.

Dimension Door (Alteration)

Level: 4
Range: 0
Duration: *Special*
Area of Effect: *Spell caster*

Components: V
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: By means of a *dimension door* spell, the magic-user instantly transfers himself or herself up to 3" distance per level of experience of the spell caster. This special form of teleportation allows for no error, and the magic-user always arrives at exactly the spot desired — whether by simply visualizing the area (within spell transfer distance, of course) or by stating direction such as "30 inches straight downwards," or "upwards to the northwest, 45 degree angle, 42 inches." If the magic-user arrives in a place which is already occupied by a solid body, he or she remains in the Astral Plane until located by some helpful creature willing to cast a *dispel magic* upon the person, for he or she is stunned and cannot successfully perform any spell casting. If distances are stated and the spell caster arrives with no support below his or her feet (i.e., in mid-air), falling and damage will result unless further magical means are employed. All that the magic-user wears or carries, subject to a maximum weight equal to 5,000 gold pieces of non-living matter, or half that amount of living matter, is transferred with the spell caster. Recovery from use of a *dimension door* spell requires 7 segments.

Enchanted Weapon (Alteration) Reversible

Level: 4
Range: *Touch*
Duration: 5 rounds/level
Area of Effect: *Weapon(s) touched*

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: This spell turns an ordinary weapon into a magical one. The weapon is the equivalent of a +1 weapon but has no bonuses whatsoever. Thus, arrows, axes, bolts, bows, daggers, hammers, maces, spears, swords, etc. can be made into *enchanted weapons*. Two small (arrows, bolts, daggers, etc.) or one large (axe, bow, hammer, mace, etc.) weapon can be affected by the spell. Note that successful hits by enchanted missile weapons cause the spell to be broken, but that otherwise the spell duration lasts until the time limit based on the level of experience of the magic-user casting it expires, i.e. 40 rounds (4 turns) in the case of an 8th level magic-user. The material components of this spell are powdered lime and carbon.

Evard's Black Tentacles (Conjuration/Summoning)

Level: 4
Range: 3"
Duration: 1 round/level
Area of Effect: 30 sq. ft. per level of caster

Components: V, S, M
Casting Time: 8 segments
Saving Throw: None

Explanation/Description: By means of this spell the caster creates many rubbery, black tentacles in the area of effect of the *dweomer*. These waving members seem to spring forth from the earth, floor, or whatever surface is underfoot — including water. Each tentacle is 10' long, AC 4, and takes as many points of damage to destroy as the magic-user who cast the spell has levels of experience. Furthermore, there will be one such tentacle for each of the levels of experience of the spell caster. Any creature within range of the writhing tentacles is subject to attack. If more than one target is within range of a tentacle, the probability of attack on each is determined and the result found by die roll. A victim of a tentacle attack must make a saving throw versus spell. If this succeeds, the victim takes 1-4 hit points of damage from initial contact with the tentacle, and it then is destroyed. Failure to save indicates that the damage inflicted will be 2-8 points, the *ebon* member is wrapped around its victim, and damage will be 3-12 points on the second and succeeding rounds. Since these tentacles have no intelligence to guide them, there is the possibility that they will entwine any object — a tree, post, pillar — or continue to squeeze a dead opponent. Once grasped, a tentacle remains wrapped around its chosen target until the tentacle is destroyed by some form of attack or it disappears due to the expiration of the *dweomer's* duration. The component for this spell is a piece of tentacle from a giant octopus or giant squid.

Extension I (Alteration)

Level: 4
Range: 0
Duration: *Special*
Area of Effect: *Special*

Components: V
Casting Time: 2 segments
Saving Throw: None

Explanation/Description: By use of an *extension I* spell the magic-user prolongs the *duration* of a previously cast first, second, or third level spell by 50%. Thus, a *levitation* spell can be made to function 1½ turns/level, a *hold person* spell made to work for 3 rounds/level, etc. Naturally, the spell has effect only on such spells where *duration* is meaningful.

Fear (Illusion/Phantasm)

Level: 4
Range: 0
Duration: *Special*
Area of Effect: 6" long cone, 3" diameter at end, ½' at base

Components: V, S, M
Casting Time: 4 segments
Saving Throw: Neg.

Explanation/Description: When a *fear* spell is cast, the magic-user sends forth an invisible ray which causes creatures within its area of effect to turn away from the spell caster and flee in panic. Affected creatures are likely to drop whatever they are holding when struck by the spell; the base chance of this is 60% at 1st level (or at 1 hit die), and each level (or hit die) above this reduces the probability by 5%, i.e. at 10th level there is only a 15% chance, and at 13th level 0% chance. Creatures affected by *fear* flee at their fastest rate for the number of melee rounds equal to the level of experience of the spell caster. The panic takes effect on the melee round following the spell casting, but dropping of items in hand will take place immediately. Of course, creatures which make their saving throws versus the spell are not affected. The material component of this spell is either the heart of a hen or a white feather.

Fire Charm (Enchantment/Charm)

Level: 4
Range: 1"
Duration: 2 rounds/level
Area of Effect: 30' diameter of fire

Components: V, S, M
Casting Time: 4 segments
Saving Throw: Neg.

Explanation/Description: By means of this spell the magic-user causes a normal fire source such as a brazier, flambeau, or bonfire to serve as a magical agent, for from this source he or she causes a gossamer veil of multi-hued flame to circle the fire at 5' distance. Any creatures observing the fire or the dancing circle of flame around it must save versus magic or be charmed into remaining motionless and gazing, transfixed at the flames. While so charmed, creatures are subject to suggestion spells of 12 or fewer words, saving against their influence at -3. The *fire charm* is broken by any physical attack upon the charmed creature, if a solid object is interposed between the creature and the veil of flames so as to obstruct vision, or when the duration of the spell is at an end. Note that the veil of flame is not a magical fire, and passing through it incurs the same type and amount of damage as would be sustained from passing through its original fire source. The material component for this spell is a small piece of multicolored silk of exceptional thinness which the *dweomercrafter* must throw into the fire source.

Fire Shield (Evocation-Alteration)

Level: 4
Range: 0
Duration: 2 rounds + 1 round/level
Area of Effect: *Personal*

Components: V, S, M
Casting Time: 4 segments
Saving Throw: None

Explanation/Description: By casting this spell the magic-user appears to immolate himself or herself, but the flames are thin and wispy, shedding light equal only to half that of a normal torch (15' radius of dim light), and colored blue or green if variation A is cast, violet or blue if variation B is employed. Any creature striking the spell caster with body or hand-held weapons will inflict normal damage upon the magic-user, but the attacker will take double the amount of damage so inflicted! The other spell powers depend on the variation of the spell used:

- A) The flames are hot, and any cold-based attacks will be saved against at +2 on the dice, and either half normal damage or no damage will be sustained; fire-based attacks are normal, but if the magic-user fails to make the required saving throw (if any) against them, he or she will sustain double normal damage. The material component for this variation is a bit of phosphorous.
- B) The flames are cold, and any fire-based attack will be saved against at +2 on the dice, and either half normal damage or no damage will be sustained; cold-based attacks are normal, but if the magic-user fails to make the required saving throw (if any) against them, he or she will sustain double normal damage. The material component for this variation is a live firefly or glow worm or the tail portions of 4 dead ones.

Fire Trap (Evocation)

Level: 4
Range: Touch
Duration: Permanent until discharged
Area of Effect: Object touched

Components: V, S, M
Casting Time: 3 rounds
Saving Throw: ½ discharged

Explanation/Description: Any closable item (book, box, bottle, chest, coffer, coffin, door, drawer, and so forth) is affected by a *fire trap* spell, but the item so trapped cannot have a second spell such as *hold portal* or *wizard lock* placed upon it except as follows: if a *fire trap/hold portal* is attempted, only the spell first cast will work, and the other will be negated (both negated if cast simultaneously). If a *fire trap* is cast after a *wizard lock*, the former is negated, if both are cast simultaneously both are negated, and if a *wizard lock* is cast after placement of a *fire trap* there is a 50% chance that both spells will be negated. A *knock* spell will not affect a *fire trap* in any way — as soon as the offending party enters/touches, the trap will discharge. The caster can use the trapped object without discharging it. When the trap is discharged there will be an explosion of 5' radius, and all creatures within this area must make saving throws versus magic. Damage is 1-4 hit points plus 1 hit point per level of the magic-user who cast the spell, or one-half the total amount for creatures successfully saving versus magic. The item trapped is NOT harmed by this explosion. There is only 50% of the normal chance to detect a *fire trap*, and failure to remove it when such action is attempted detonates it immediately. To place this spell, the caster must trace the outline of the closure with a bit of sulphur or saltpeter.

Fumble (Enchantment/Charm)

Level: 4
Range: 1"/level
Duration: 1 round/level
Area of Effect: 1 creature

Components: V, S, M
Casting Time: 4 segments
Saving Throw: ½

Explanation/Description: When a *fumble* spell is cast, the magic-user causes the recipient of the magic to suddenly become clumsy and awkward. Running creatures will trip and fall, those reaching for an item will fumble and drop it, those employing weapons will likewise awkwardly drop them. Recovery from a fall or of a fumbled object will typically require the whole of the next melee round. Note that breakable items might suffer damage when dropped. If the victim makes his or her saving throw, the *fumble* will simply make him or her effectively operate at one-half normal efficiency (cf. *slow* spell). The material component of this spell is a dab of solidified milk fat.

Hallucinatory Terrain (Illusion/Phantasm)

Level: 4
Range: 2"/level
Duration: Special
Area of Effect: 1" X 1" square area/level

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: By means of this spell the magic-user causes an illusion which hides the actual terrain within the area of the spell's effect. Thus, open fields or a road can be made to look as if a swamp or hill or crevasse or some other difficult or impassable terrain existed there. Also, a pond can be made to appear as a grassy meadow, a precipice look as if it were a gentle slope, or a rock-strewn gully made to look as if it were a wide and smooth road. The *hallucinatory terrain* persists until a dispel

magic spell is cast upon the area or until it is contacted by an intelligent creature. Each level of experience of the magic-user enables him or her to affect a larger area. At 10th level, a magic-user can affect an area up to 10" X 10" square, while at 12th level the spell caster affects a 12" X 12" square area. The material components of this spell are a stone, a twig, and a bit of green plant — leaf or grass blade.

Ice Storm (Evocation)

Level: 4
Range: 1"/level
Duration: 1 round
Area of Effect: Special

Components: V, S, M
Casting Time: 4 segments
Saving Throw: None

Explanation/Description: When this spell is cast, the magic-user causes either great hail stones to pound down in an area of 4" diameter and inflict from 3 to 30 (3d10) hit points of damage on any creatures within the area of effect; or the ice storm can be made to cause driving sleet to fall in an area of 8" diameter and both blind creatures within its area of effect for the duration of the spell and cause the ground in the area to be icy, thus slowing movement within by 50% and making it 50% probable that a moving creature will slip and fall when trying to move. The material components for this spell are a pinch of dust and a few drops of water. (Note that this spell will negate a *heat metal* spell (q.v.), but its first application will also cause damage in the process.)

Leomund's Secure Shelter (Alteration - Enchantment)

Level: 4
Range: 2"
Duration: 6 turns/level
Area of Effect: 30 sq. ft. per level of caster

Components: V, S, M
Casting Time: 4 turns
Saving Throw: None

Explanation/Description: This spell enables the magic-user to magically call into being a sturdy cottage or lodge, made of material which is common in the area where the spell is cast — stone, timber, or (at worst) sod. The floor area of the lodging will be 30 square feet per level of the spell caster, and the surface will be level, clean, and dry. In all respects the lodging will resemble a normal cottage, with a sturdy door, two or more shuttered windows, and a small fireplace.

While the lodging will be secure against winds of up to 70 miles per hour, it has no heating or cooling source (other than natural insulation qualities). Therefore, it must be heated as a normal dwelling, and extreme heat will certainly affect it, and its occupants, adversely. The dwelling does, however, provide considerable security otherwise, as it will be as strong as a normal stone building regardless of its material composition, will resist flames and fire as if it were stone, and will be generally impervious to normal missiles (but not the sort cast by siege machinery or giants). The door, shutters, and even chimney are secure against intrusion, the two former being *wizard locked* and the latter being being secured by a top grate of iron and a narrow flue. In addition, these three areas are protected by an *alarm* spell (qv). Lastly, an *unseen servant* (qv) is called up to provide service to the spell caster.

The inside of a *Leomund's Secure Shelter* will contain crude furnishings as desired by the spell caster — up to 8 bunks, a trestle table and benches, as many as 4 chairs or 8 stools, and a writing desk. The material components of this spell are a square chip of stone, crushed lime, a few grains of sand, a sprinkling of water, and several splinters of wood. These must be augmented by the components of the *alarm* and *unseen servant* spells if these are to be included in the spell; i.e. string and silver wire and a small bell.



Magic Mirror (Enchantment - Divination)

Level: 4
Range: *Touch*
Duration: 1 round/level
Area of Effect: *Special*

Components: V, S, M
Casting Time: 1 hour
Saving Throw: *None*

Explanation/Description: By means of this spell, the magic-user changes a normal mirror into a scrying device similar to a crystal ball. The details of the use of such a scrying device are found on p. 141 of the DMG under the description for the *crystal ball*. The mirror used must be of finely wrought and highly polished silver of a minimum cost of 1,000 gp. This mirror is not harmed by casting of the spell as are the other material components — the eye of a hawk, an eagle, or even a roc, and nitric acid, copper and zinc (cf. 5th-level cleric spell *magic font* and 2nd-level druid spell *reflecting pool*). The following spells can be cast through a *magic mirror*: *comprehend languages*, *read magic*, *tongues*, *infravision*, and *ultravision*. The following spells have a 5% chance per level of the caster of operating correctly if cast through the *magic mirror*: *detect magic*, *detect good/evil*, *message*, and *detect illusion*. There is a chance of the target realizing he or she is being watched. The base chance for a target to detect any *crystal ball*-like spell is listed in the *crystal ball* item description, with the following additions: A cavalier has a base 5% chance of detecting scrying and a barbarian has a base 1% chance.

Massmorph (Illusion/Phantom)

Level: 4
Range: 1"/level
Duration: *Special*
Area of Effect: 11' X 1" square/level

Components: V, S, M
Casting Time: 1 turn
Saving Throw: *None*

Explanation/Description: When this spell is cast upon willing creatures of man-size or smaller, up to 10 such creatures per level of experience of the magic-user can be made to appear as normal trees of any sort. Thus, a company of creatures can be made to appear as a copse, grove, or orchard. Furthermore, these massmorphed creatures can be passed through — and even touched — by other creatures without revealing the illusion. Note, however, that blows to the creature-trees will reveal their nature, as damage will be sustained by the creatures struck and blood will be seen. Creatures massmorphed must be within the spell's area of effect. Unwilling creatures are not affected. The spell persists until the caster commands it to cease or until a *dispel magic* is cast upon the creatures. The material component of this spell is a handful of bark chips.

Minor Globe Of Invulnerability (Abjuration)

Level: 4
Range: 0
Duration: 1 round/level
Area of Effect: 1" diameter sphere

Components: V, S, M
Casting Time: 4 segments
Saving Throw: *None*

Explanation/Description: This spell creates a magical sphere around the caster which prevents any first, second or third level spells from penetrating, i.e. the area of effect of any such spells does not include the area of the *minor globe of invulnerability*. However, any sort of spells can be cast out of the magical sphere, and they pass from the caster of the globe, through its area of effect, and to their target without effect upon the *minor globe of invulnerability*. Fourth and higher level spells are not affected by the globe. It can be brought down by a *dispel magic* spell. The material component of the spell is a glass or crystal bead.

Monster Summoning II (Conjuration/Summoning)

Level: 4
Range: 4"
Duration: 3 rounds + 1 round/level
Area of Effect: *Special*

Components: V, S, M
Casting Time: 4 segments
Saving Throw: *None*

Explanation/Description: This spell is similar to the third level *monster summoning I* spell (q.v.). Its major difference is that 1-6 second level monsters are conjured up. The material components are the same as those of the lesser spell. There is also a 1-4 round delay.

Otluke's Resilient Sphere (Alteration - Evocation)

Level: 4
Range: 2"
Duration: 1 round/level
Area of Effect: 1 ft. diameter sphere per level of caster

Components: V, S, M
Casting Time: 4 segments
Saving Throw: *Neg.*

Explanation/Description: When this spell is cast, the result is a globe of shimmering force which encapsulates the subject creature — if it is small enough to fit within the diameter of the sphere and it fails to successfully save versus spell. The *resilient sphere* will contain its subject for as long as its dweomer persists, and it is not subject to damage of any sort except from a *rod of cancellation*, a *wand of negation*, or a *disintegrate* or *dispel magic* spell. These will cause it to be destroyed without harm to the subject. Nothing can pass through the sphere, inside or out, and the target can breathe normally. The subject may struggle, but all that will occur is a movement of the sphere. The globe can be physically moved either by people outside the globe, or by the struggles of those within. The material components of the spell are a hemispherical piece of diamond (or similar hard, clear gem material) and a matching hemispherical piece of gum arabic.

Plant Growth (Alteration)

Level: 4
Range: 1"/level
Duration: *Permanent*
Area of Effect: 1" X 1" square area/level

Components: V, S
Casting Time: 4 segments
Saving Throw: *None*

Explanation/Description: Except as noted above, this spell is the same as a third level druid spell, *plant growth* (q.v.).

Explanation/Description: When a *plant growth* spell is cast by the druid, he or she causes normal vegetation to grow, entwine, and entangle to form a thicket or jungle which creatures must hack or force a way through at a movement rate of 1" per, or 2" per with respect to larger than man-sized creatures. Note that the area must have brush and trees in it in order to allow this spell to go into effect. Briars, bushes, creepers, lianas, roots, saplings, thistles, thorn, trees, vines, and weeds become so thick and overgrown in the area of effect as to form a barrier. The area of effect is 2" X 2" square per level of experience of the druid, in any square or rectangular shape that the druid decides upon at the time of the spell casting. Thus an 8th level druid can affect a maximum area of 16" X 16" square, a 32" X 8" rectangle, a 64" X 4" rectangle, 128" X 2" rectangle, etc. The spell's effects persist in the area until it is cleared by labor, fire, or such magical means as a *dispel magic* spell (q.v.).

Polymorph Other (Alteration)

Level: 4
Range: 1/2"/level
Duration: *Permanent*
Area of Effect: One creature

Components: V, S, M
Casting Time: 4 segments
Saving Throw: *Neg.*

Explanation/Description: The *polymorph other* spell is a powerful magic which completely alters the form and ability, and possibly the personality and mentality, of the recipient. Of course, creatures with a lower intelligence cannot be polymorphed into something with a higher intelligence, but the reverse is possible. The creature polymorphed must make a "system shock" (cf. **CONSTITUTION**) roll to see if it survives the change. If it is successful, it then acquires all of the form and abilities of the creature it has been polymorphed into. There is a base 100% chance that this change will also change its personality and mentality into that of the creature whose form it now possesses. For each 1 point of intelligence of the creature polymorphed, subtract 5% from the base chance. Additionally, for every hit die of difference between the original form and the form it is changed into by the spell, the polymorphed creature must adjust the base chance percentage by +/-5% per hit die below or above its own number (or level in the case of characters). The chance for assumption of the personality and mentality of the new form must be checked daily until the change takes place. (Note that all creatures generally prefer their own form and will not willingly stand the risk of being subjected to this spell!) If a one hit die orc of 8 intelligence is polymorphed into a white dragon with 6 hit dice, for example, it is 85% (100% - [5% X 8 intelligence] + [(6 - 1) X 5%] = 85%) likely to actually become one in all respects, but in any case it will have the dragon's

become one in all respects, but in any case it will have the dragon's physical and mental capabilities; and if it does not assume the personality and mentality of a white dragon, it will know what it formerly knew as well. Another example: an 8th level fighter successfully *polymorphed* into a blue dragon would know combat with weapons and be able to employ them with prehensile dragon forepaws if the fighter did not take on dragon personality and mentality. However, the new form of the *polymorphed* creature may be stronger than it looks, i.e. a mummy changed to a puppy dog would be very tough, or a brontosaurus changed to an ant would be impossible to squash merely from being stepped on by a small creature or even a man-sized one. The magic-user must use a *dispel magic* spell to change the *polymorphed* creature back to its original form, and this too requires a "system shock" saving throw. The material component of this spell is a caterpillar cocoon.

Polymorph Self (Alteration)

Level: 4
Range: 0
Duration: 2 turns/level
Area of Effect: The magic-user

Components: V
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: When this spell is cast, the magic-user is able to assume the form of any creature — from as small as a wren to as large as a hippopotamus — and its form of locomotion as well. The spell does not give the other abilities (attack, magic, etc.), nor does it run the risk of changing personality and mentality. No "system shock" check is required. Thus, a magic-user changed to an owl could fly, but his or her vision would be human; a change to a black pudding would enable movement under doors or along halls and ceilings, but not the pudding's offensive or defensive capabilities. Naturally, the strength of the new form must be sufficient to allow normal movement. The spell caster can change his or her form as often as desired, the change requiring only 5 segments. Damage to the *polymorphed* form is computed as if it were inflicted upon the magic-user, but when the magic-user returns to his or her own form, from 1 to 12 (d12) points of damage are restored.

Rary's Mnemonic Enhancer (Alteration)

Level: 4
Range: 0
Duration: 1 day
Area of Effect: The magic-user

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: By means of this spell the magic-user is able to memorize, or retain the memory of, three additional spell levels, i.e. three spells of the first level, or one first and one second, or one third level spell. The magic-user can elect to immediately memorize additional spells or he or she may opt to retain memory of a spell cast by means of the *Enhancer*. The material components of the spell are a piece of string, an ivory plaque of at least 100 g.p. value, and an ink composed of squid secretion and either black dragon's blood or giant slug digestive juice. All components disappear when the spell is cast.

Remove Curse (Abjuration) Reversible

Level: 4
Range: Touch
Duration: Permanent
Area of Effect: Special

Components: V, S
Casting Time: 4 segments
Saving Throw: Special

Explanation/Description: Except as noted above, this spell is the same as the third level cleric spell, *remove curse* (q.v.).

Explanation/Description: Upon casting this spell, the cleric is usually able to remove a curse — whether it be on an object, a person, or in the form of some undesired sending or evil presence. Note that the *remove curse* spell will not affect a cursed shield, weapon or suit of armor, for example, although the spell will typically enable the person afflicted with any such cursed item to be rid of it. The reverse of the spell is not permanent; the *bestow curse* lasts for 1 turn for every level of experience of the cleric using the spell. It will lower one ability of the victim to 3 (your DM will determine which by random selection) 50% of the time; reduce the victim's "to hit" and saving throw probabilities by -4 25% of the time; or make the victim 50% likely per turn to drop whatever he, she, or it is holding (or simply do nothing in the case of creatures not using tools) 25% of the time. It is possible for a cleric to devise his or her own curse, and it should be similar in power to those shown. Consult your referee. The target of a *bestow curse* spell must be touched. If the victim is touched, a saving throw is still applicable; and if it is successful, the effect is negated.

Shout (Evocation)

Level: 4
Range: 0
Duration: Instantaneous
Area of Effect: 1" x 3" cone

Components: V, M
Casting Time: 1 segment
Saving Throw: Neg.

Explanation/Description: When a *shout* spell is cast, the magic-user empowers himself or herself with tremendous vocal powers. Via the *dweomer* of the spell, the caster releases an ear-splitting noise which has a principal effect in a cone shape radiating from the mouth of the caster to a 3" terminus. Any creature within this area will be deafened for 2-12 rounds and take a like amount (2-12 points) of damage (unless a saving throw is made). Any exposed brittle or similar substance subject to sonic vibrations will be shattered by a *shout*, e.g. a wall of ice. A spell of this nature can be employed but once per day, for otherwise the caster might permanently deafen himself or herself. The material components for casting the *shout* spell are a drop of honey, a drop of citric acid, and a small cone made from a bull's or ram's horn.

Stoneskin (Alteration)

Level: 4
Range: Touch
Duration: Special
Area of Effect: One creature

Components: V, S, M
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: When this spell is cast, the affected creature gains a virtual immunity to any attack by cut, blow, projectile or the like. Thus, even a *sword of sharpness* would not affect a creature protected by *stoneskin*, nor would a rock hurled by a giant, a snake's strike, etc. However, magic attacks from such spells as *fireball*, *magic missile*, *lightning bolt*, and so forth would have normal effect. Any attack or attack sequence from a single opponent dispels the *dweomer*, although it makes the creature immune to that single attack or attack sequence. Attacks with relatively soft weapons, such as a monk's hands, an ogrillon's fist, etc., will inflict 1-2 points of damage on the attacker for each such attack while the attacked creature is protected by the *stoneskin* spell, but will not dispel the *dweomer*. The material components of the spell are granite and diamond dust sprinkled on the recipient's skin.

Ultravision (Alteration)

Level: 4
Range: Touch
Duration: 6 turns + 6 turns/level
Area of Effect: One creature

Components: V, S, M
Casting Time: 4 segments
Saving Throw: None

Explanation/Description: By means of this spell the magic-user empowers the recipient to see radiation in the ultraviolet spectrum. In night conditions this means that vision will be clear, as if it were daylight, to a range of 100 yards, and shadowy and indistinct from beyond 100 yards to about 300 yards distance. If the night is very dark, with thick clouds overhead, reduction of ultravisual sight is 50%. Where more than about 6 feet of earth or 3 feet of stone interpose between the sky and the individual, such as in virtually any underground area, *ultravision* allows only vision of the dimmest sort in about a 3-foot radius, since the ultraviolet rays are screened out. (Of course, if an emission source is nearby, the visual capabilities improve accordingly.) Nearby light, including the radiance shed by magic items, tends to spoil *ultravision*, the brightness of the rays "blinding" the eyes to dimmer areas more distant. The material component for this spell is a crushed amethyst of at least 500 gp value.

Wall Of Fire (Evocation)

Level: 4
Range: 6"
Duration: *Special*
Area of Effect: *Special*

Components: V, S, M
Casting Time: 4 segments
Saving Throw: None

Explanation/Description: This spell differs from the fifth level druid spell, *wall of fire* (q.v.) only as indicated above and as stated below: the flame color is either violet or reddish blue, base damage is 2-12 hit points (plus 1 hit point per level), the radius of the ring-shaped wall of fire is 1" + 1/4" per level of experience of the magic user casting it, and the material component of the spell is phosphorus.

Explanation/Description: The *wall of fire* spell brings forth a blazing curtain of magical fire of shimmering color — yellow-green or amber in case of druidical magic. The *wall of fire* inflicts 4 to 16 hit points of damage, plus 1 hit point of damage per level of the spell caster, upon any creature passing through it. Creatures within 1" of the wall take 2-8 hit points of damage, those within 2" take 1-4 hit points of damage. Creatures especially subject to fire may take additional damage, and undead always take twice normal damage. Only the side of the wall away from the spell caster will inflict damage. The opaque *wall of fire* lasts for as long as the druid concentrates on maintaining it, or 1 round per level of experience of the druid in the event he or she does not wish to concentrate upon it. The spell creates a sheet of flame up to 2" square per level of the spell caster, or as a ring with a radius of up to 1/2" per level of experience from the druid to its flames, and a height of 2". The former is stationary, while the latter moves as the druid moves.

Wall Of Ice (Evocation)

Level: 4
Range: 1"/level
Duration: 1 turn/level
Area of Effect: *Special*

Components: V, S, M
Casting Time: 4 segments
Saving Throw: None

Explanation/Description: When this spell is cast, a sheet of strong, flexible ice is created. The wall is primarily defensive, stopping pursuers and the like. The wall is one inch thick per level of experience of the magic-user. It covers a 1" square area per level, i.e. a 10th level magic-user would cause a wall of ice up to 10" long and 1" high, or 5" long and 2" high, and so forth. Any creature breaking through the ice will suffer 2 hit points of damage per inch of thickness of the wall, fire-using creatures will suffer 3 hit points, cold-using creatures only 1 hit point when breaking through. If this spell is cast to form a horizontal sheet to fall upon opponents, it has the same effect as an *ice storm's* (q.v.) hail stones in the area over which it falls. Magical fires such as fireballs and fiery dragon breath will melt a wall of ice in 1 round, though they will cause a great cloud of steamy fog which will last 1 turn, but normal fires or lesser magical ones will not hasten its melting. The material component of this spell is a small piece of quartz or similar rock crystal.

Wizard Eye (Alteration)

Level: 4
Range: 0
Duration: 1 round/level
Area of Effect: *Special*

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: When this spell is employed, the magic-user creates an invisible sensory organ which sends visual information to him or her. The wizard eye travels at 3" per round, viewing an area ahead as a human would or 1" per round examining the ceiling and walls as well as the floor ahead and casually viewing the walls ahead. The wizard eye can "see" with infravision at 10', or it "sees" up to 60' distant in brightly lit areas. The wizard eye can travel in any direction as long as the spell lasts. The material component of the spell is a bit of bat fur.

Fifth Level Spells:**Airy Water** (Alteration)

Level: 5
Range: 0
Duration: 1 turn/level
Area of Effect: 2" diameter sphere or 4" diameter hemisphere

Components: V, S, M
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: The *airy water* spell turns normal liquid such as water or water based infusions or solutions to a less dense, breathable substance. Thus, if the magic-user were desirous of entering an underwater place, he or she would step into the water, cast the spell and sink downwards in a globe of bubbling water which he or she and any companions in the spell's area of effect could move freely in and breathe just as if it were air rather than water. The globe will move with the spell caster. Note that water breathing creatures will avoid a sphere (or hemisphere) of *airy water*, although intelligent ones can enter it if they are able to move by means other than swimming, but no water-breathers will be able to breathe in an area affected by this spell. There is only one word which needs to be spoken to actuate the magic, and the material component of the spell is a small handful of alkaline or bromine salts.

Animal Growth (Alteration) Reversible

Level: 5
Range: 6"
Duration: 1 round/level
Area of Effect: up to 8 animals in a 2" square area

Components: V, S
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: Except as noted above, and for the fact that the material component of the spell is a pinch of powdered bone, this is the same as the fifth level druid spell *animal growth* (q.v.).

Explanation/Description: When this spell is cast, the druid causes all animals, up to a maximum of 8, within a 2" square area to grow to twice their normal size. The effects of this growth are doubled hit dice (with resultant improvement in attack potential) and doubled damage in combat. The spell lasts for 2 melee rounds for each level of experience of the druid casting the spell. Note that the spell is particularly useful in conjunction with a *charm person or animal* or a *speak with animals* spell. The reverse reduces animal size by one half, and likewise reduces hit dice, attack damage, etc.

Animate Dead (Necromantic)

Level: 5
Range: 1"
Duration: *Permanent*
Area of Effect: *Special*

Components: V, S, M
Casting Time: 5 rounds
Saving Throw: None

Explanation/Description: Except as noted above, this spell is the same as the third level cleric spell *animate dead* (q.v.).

Explanation/Description: This spell creates the lowest of the undead monsters, skeletons or zombies, from the bones or bodies of dead humans. The effect is to cause these remains to become animated and obey the commands of the cleric casting the spell. The skeletons or zombies will follow, remain in an area and attack any creature (or just a specific type of creature) entering the place, etc. The spell will animate the monsters until they are destroyed or until the magic is dispelled. (See *dispel magic* spell). The cleric is able to animate 1 skeleton or 1 zombie for each level of experience he or she has attained. Thus, a 2nd level cleric can animate 2 of these monsters, a 3rd level 3, etc. The act of animating dead is not basically a good one, and it must be used with careful consideration and

Avoidance (Abjuration/Alteration) Reversible

Level: 5
Range: 1"
Duration: *Until dispelled*
Area of Effect: Up to 3' cube

Components: V, S, M
Casting Time: 3 segments
Saving Throw: *Special*

Explanation/Description: By means of this spell, the caster sets up a natural repulsion between the affected object and any living things. Thus, any living creature attempting to touch the affected object will be repulsed (unable to come closer than 1'), or will repulse the affected object, depending on the relative mass of the two; i.e., a lone halfling attempting to touch an iron chest with an *avoidance* spell upon it will be thrown back; a dozen such halflings would find themselves unable to come within 1' of the chest, while the chest would skitter away from a giant-sized creature as the creature approached. The material component for the spell is a magnetized needle. Because the spell cannot be cast upon living things, any attempt to cast *avoidance* upon the apparel or possessions borne by a living creature

entitles the subject creature to a saving throw. The reverse of this spell, *attraction*, uses the same material components, and sets up a natural attraction between the affected object and all living things. The creature will be drawn to the object if the creature is smaller, or the object will slide toward the creature if the creature is of greater mass than the object. A successful *bend bars* roll must be made to remove an object once it has adhered to another object or creature in this fashion.

Bigby's Interposing Hand (Evocation)

Level: 5
Range: 1"/level
Duration: 1 round/level
Area of Effect: Special
Components: V, S, M
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: *Bigby's Interposing Hand* is a large to huge-sized magic member which appears and places itself between the spell caster and his or her chosen opponent. This disembodied hand then remains between the two, regardless of what the spell caster does subsequently or how the opponent tries to get around it. The size of the Hand is determined by the magic-user, and it can be human-sized all the way up to titan-sized. It takes as many hit points of damage to destroy as the magic-user who cast it. Any creature weighing less than 2,000 pounds trying to push past it will be slowed to one-half normal movement. The material component of the spell is a glove.

Cloudkill (Evocation)

Level: 5
Range: 1"
Duration: 1 round/level
Area of Effect: 4" wide, 2" high, 2" deep cloud
Components: V, S
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: This spell generates a billowing cloud of ghostly yellowish green vapors which is so toxic as to slay any creature with fewer than 4 + 1 hit dice, cause creatures with 4 + 1 to 5 + 1 hit dice to save versus poison at -4 on the dice roll, and creatures up to 6 hit dice (inclusive) to save versus poison normally or be slain by the cloud. The cloudkill moves away from the spell caster at 1" per round, rolling along the surface of the ground. A wind will cause it to alter course, but it will not move back towards its caster. A strong wind will break it up in 4 rounds, and a greater wind force prevents the use of the spell. Very thick vegetation will disperse the cloud in two rounds, i.e. moving through such vegetation for 2". As the vapors are heavier than air, they will sink to the lowest level of the land, even pour down den or sinkhole openings; thus, it is ideal for slaying nests of giant ants, for example.

Conjure Elemental (Conjuration/Summoning)

Level: 5
Range: 6"
Duration: 1 turn/level
Area of Effect: Special
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: There are actually four spells in one as respects *conjure elemental*. The magic-user is able to conjure an air, earth, fire or water elemental with this spell — assuming he or she has the material component for the particular elemental. A considerable fire source must be in range to conjure that type of elemental; a large amount of water must be likewise available for conjuration of a water elemental. Conjured elementals are very strong — see **ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL** — typically having 16 hit dice (16d8). It is possible to conjure up successive elementals of different type if the spell caster has memorized two or more of these spells. The type of elemental to be conjured must be decided upon before memorizing the spell. The elemental conjured up must be controlled by the magic-user, i.e. the spell caster must concentrate on the elemental doing his or her commands, or it will turn on the magic-user and attack. The elemental, however, will not cease a combat to do so, but it will avoid creatures when seeking its conjurer. If the magic-user is wounded or grappled, his or her concentration is broken. There is always a 5% chance that the elemental will turn on its conjurer regardless of concentration, and this check is made at the end of the second and each succeeding round. The elemental can be controlled up to 3" distant per level of the spell caster. The elemental remains until its form on this plane is destroyed due to damage or the

spell's duration expires. Note that water elementals are destroyed if they move beyond 6" of a body of water. The material component of this spell (besides the quantity of the element at hand) is a small amount of:

Air Elemental — burning incense
Earth Elemental — soft clay
Fire Elemental — sulphur and phosphorus
Water Elemental — water and sand

N.B. Special protection from uncontrolled elementals is available by means of a pentacle, pentagram, thaumaturgic triangle, magic circle, or protection from evil spell.

Cone Of Cold (Evocation)

Level: 5
Range: 0
Duration: Instantaneous
Area of Effect: Special
Components: V, S, M
Casting Time: 5 segments
Saving Throw: ½

Explanation/Description: When this spell is cast, it causes a cone-shaped area originating at the magic-user's hand and extending outwards in a cone ½" long per level of the caster. It drains heat and causes 1 four-sided die, plus 1 hit point of damage (1d4 + 1), per level of experience of the magic-user. For example, a 10th level magic-user would cast a cone of cold causing 10d4 + 10 hit points of damage. Its material component is a crystal or glass cone of very small size.

Contact Other Plane (Divination)

Level: 5
Range: 0
Duration: Special
Area of Effect: Special
Components: V
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: When this spell is cast, the magic-user sends his or her mind to another plane of existence in order to receive advice and information from powers there. As these powers are located at random, and resent such contact in any case, only brief answers will be given. (Your DM will answer all questions with a "yes", "no", "maybe", "never", "irrelevant", etc.) The character can contact an elemental plane or some plane further removed. For every 2 levels of experience of the magic-user one question may be asked. Contact with minds far removed from the plane of the magic-user increases the probability of the spell caster going insane or dying, but the chance of the power knowing the answer, as well as the probability of the being telling the correct answer, are likewise increased by moving to distant planes:

Plane	Likelihood of Insanity*	Likelihood of Knowledge	Probability of Veracity**
Elemental	20%	90%***	75%
1 removed	5%	60%	65%
2 removed	10%	65%	67%
3 removed	15%	70%	70%
4 removed	20%	75%	73%
5 removed	25%	80%	75%
6 removed	30%	85%	78%
7 removed	35%	90%	81%
8 removed	40%	95%	85%
9 or more removed	50%	98%	90%

* For every 1 point of intelligence over 15, the magic user reduces probability of insanity by 5%.

** If the answer is unknown, and the answer is not true, the being will answer definitely. If truth is indicated, it will answer "unknown."

*** Assumes knowledge of questions pertaining to the appropriate elemental plane.

Insanity will strike as soon as 1 question is asked. It will last for 1 week for each removal of the plane contacted, 10 weeks maximum. There is a 1% chance per plane that the magic-user will die before recovering unless a remove curse spell is cast upon him or her.

Dismissal (Abjuration) Reversible (Conjuration/Summoning)

Level: 5
 Range: 1"
 Duration: *Permanent*
 Area of Effect: *One creature*

Components: V, S, M
 Casting Time: *One round*
 Saving Throw: *Neg.*

Explanation/Description: By means of this spell, a magic-user on the Prime Material Plane seeks to force or allow some creature from another plane of existence to return to its proper plane (cf. 4th-level cleric spell *abjure*). The name of the type of creature to be returned must be known, and if it has a given, proper, or surname, this too must be known and used in the spell. Magic resistance, if any, is checked for effect immediately. Then, the level of the spell caster is compared to the level or number of hit dice of the creature being dismissed. If the magic-user has a higher number, the difference between his or her level is subtracted from the saving throw score of the creature to be affected by the *dismissal*. If the creature has a higher level or higher number of hit dice than the level of the caster, then that difference is added to its saving throw score. *Exception:* If the creature desires to be dismissed, then only an unmodified saving throw is needed. Certain arcane works are reputed to allow greatly enhanced chances for spell success. If the spell is successful, the creature is instantly whisked away, but the spell has a 20% chance of actually sending the subject to a plane other than its own.

The reverse of the spell, *beckon*, attempts to conjure up a known and named (if applicable) creature from another plane. Success or failure is determined in the same manner as for a *dismissal* spell, but in this case magic resistance is only checked if the creature has no known proper name. If the spell succeeds, the creature is instantly transported from wherever it was to the plane of the spell caster. This does not guarantee that the beckoned creature will be kindly disposed to the magic-user, nor will it in any way be subject to his or her wishes or commands without some additional constraint. Because of this, various sorts of protective measures are generally taken when using this form of the spell, and even with careful preparation, the results might be unwholesome.

This spell does not work on creatures that are native to the Prime Material Plane but travel to other planes (such as shedu), nor against creatures that have part of their ancestry in the Prime Material Plane (such as cambions).

The material components of the spell vary with the type of creature to be dismissed or called. In general, items which are inimical and distasteful to the subject creature are used for a *dismissal*, and for a *beckon* spell materials which are pleasing, desirable, and rewarding must be used.

Distance Distortion (Alteration)

Level: 5
 Range: 1"/level
 Duration: 1 turn/level
 Area of Effect: 100 square " per level

Components: V, S, M
 Casting Time: 6 segments
 Saving Throw: *None*

Explanation/Description: This spell can only be cast when the magic-user has an earth elemental conjured up, but the elemental will not react hostilely to co-operation with the spell caster when he or she announces that his or her intent is to cast a *distance distortion* spell. The magic places the earth elemental in the area of effect, and the elemental then causes the area's dimensions to be distorted in either of two ways: 1) the area will effectively be one-half the distance to those travelling over it, or 2) the area will be twice the distance to those travelling across it. Thus a 10' X 100' corridor could seem as if it was but 5' wide and 50' long, or it could appear to be 20' wide and 200' long. When the spell duration has elapsed, the elemental returns to its own plane. The true nature of an area affected by *distance distortion* is absolutely undetectable to any creatures travelling along it, although the area will radiate a dim dweomer, and a true seeing spell will reveal that an earth elemental is spread within the area. Material needed for this spell is a small lump of soft clay.

Dolor (Enchantment/Charm)

Level: 5
 Range: 1"
 Duration: 2 rounds
 Area of Effect: *One creature*

Components: V, S
 Casting Time: 5 segments
 Saving Throw: *Special*

Explanation/Description: By means of this spell, the magic-user attempts to force compliance or obedience from some oppositely aligned or hostile creature from a plane foreign to that of the spell caster. The dweomer causes *unease* in the creature in question during its mere reading, and on the round thereafter, the subject becomes *nervous* and filled with *doubts*, while on the last round of effect the creature actually feels a dull, all-encompassing *dolor*. The initial effects cause the subject creature to make all saving throws versus commands and non-offensive spells (including *charms*) at -1 on the dice rolled to determine whether or not it resists, the adjustment favoring compliance. The secondary effects cause the adjustment to go to -2. The tertiary effect brings with it an adjustment of -3. Thereafter, the creature is no longer affected and it makes further saving throws without adjustment.

The verbal component of the spell must deal with the class of creature in question, containing as much information as possible about the subject creature.

When uttering the spell, the magic-user can be mentally assailed by the creature if the subject has a higher intelligence than the spell caster. In such a case, the creature has a 5% chance per point of superior intelligence of effectively *charming* and *dominating* the magic-user. In the case of such control, the creature will then do with the spell caster as its alignment dictates. If the spell caster is distracted or interrupted during the casting of the spell, the subject creature is able to *automatically* effect the *charm* and *domination*.

Extension II (Alteration)

Level: 5
 Range: 0
 Duration: *Special*
 Area of Effect: *Special*

Components: V
 Casting Time: 4 segments
 Saving Throw: *None*

Explanation/Description: This spell is the same as the fourth level *Extension I* spell, except it extends the duration of first through fourth level spells by 50%.

Fabricate (Enchantment - Alteration)

Level: 5
 Range: 1/2"/level
 Duration: *Permanent*
 Area of Effect: 1 cu. yd. per level of caster

Components: V, S, M
 Casting Time: *Special*
 Saving Throw: *None*

Explanation/Description: By means of this spell, the magic-user is able to convert material of one sort into a product of desired nature which is of basically the same material as was initially used when the *fabricate* was cast. Thus, the spell caster can fabricate a wooden bridge from a clump of trees, a rope from a patch of hemp, clothes from flax or wool, and so forth. Magical or living things cannot be created or altered by a *fabricate* spell. The quality of items made by means of the spell is commensurate with the quality of material used as the basis for the new fabrication. If mineral material is worked with, the area of effect is reduced by a factor of nine; i.e., 1 cubic yard becomes 1 cubic foot.

Articles requiring a high degree of craftsmanship (jewelry, swords, glass, crystal, etc.) cannot be *fabricated* unless the magic-user actually has great skill in the craft considered. Casting requires 1 full round per cubic yard (or foot) of material to be affected.

Feeblemind (Enchantment/Charm)

Level: 5
 Range: 1"/level
 Duration: Permanent
 Area of Effect: One creature

Components: V, S, M
 Casting Time: 5 segments
 Saving Throw: Neg.

Explanation/Description: Except as noted above, this spell is the same as the sixth level druid spell, *feeblemind* (q.v.). The material component of this spell is a handful of small clay, crystal, glass or mineral spheres.

Explanation/Description: A spell which is solely for employment against those persons or creatures who use magic spells, *feeblemind* causes the victim's brain to become that of a moronic child. The victim remains in this state until a *heal*, *restoration* or *wish* spell is used to do away with the effects. The spell is of such a nature that the probability of it affecting the target creature is generally enhanced, i.e. saving throws are lowered.

Type of Spells Used by Target Creature	Saving Throw Adjustment
Cleric	+1
Druid	-1
Magic-user (human)	-4
Illusionist	-5
Combination or non-human	-2

Note that the spell has no material component.

Hold Monster (Enchantment/Charm)

Level: 5
 Range: 1/2"/level
 Duration: 1 round/level
 Area of Effect: One to four
 monsters (creatures)

Components: V, S, M
 Casting Time: 5 segments
 Saving Throw: Neg.

Explanation/Description: This spell immobilizes from one to four creatures of any type within spell range and in sight of the spell caster. He or she can opt to hold one, two, three or four monsters. If three or four are attacked, each saving throw is at normal; if two are attacked, each saving throw is at -1 on the die; and if but one is attacked, the saving throw is at -3 on the die. (Partially-negated *hold monster* spell effects equal those of a *slow spell*.) The material component for this spell is one hard metal bar or rod for each monster to be held. The bar or rod can be small, i.e. the size of a three-penny nail.

Leomund's Lamentable Belabourment (Enchantment/Evocation)

Level: 5
 Range: 1"
 Duration: Special
 Area of Effect: One or more creatures in a 1" radius

Components: V
 Casting Time: 5 segments
 Saving Throw: Special

Explanation/Description: By means of this spell, the magic-user causes a combination of *fascination*, *confusion*, and *rage* upon one or more creatures able to understand the language in which the spell caster speaks. Upon casting the spell, the magic-user begins discussion of some topic germane to the creature or creatures to be affected. Those not saving versus spell will immediately begin to converse with the spell caster, agreeing or disagreeing, all most politely. As long as the spell caster chooses, he or she can maintain the spell by conversing with the subject(s). As long as there is no attack made upon them, they will ignore all else going on around them, instead "choosing" to spend their time exclusively talking and arguing. This saving throw, and all saving throws in this spell, is modified by the target's intelligence as follows: Creatures with intelligence of 2 or lower are not affected by the spell, but those with intelligence of 3-7 save at -1. Beings with intelligence of 8-10 save normally, those with intelligence of 11-14 at +1, and those with intelligence scores of 15 or higher at +2.

If the spell is maintained for more than 3 rounds, each subject creature must attempt another save versus spell. Those failing to save this time will wander off in *confusion* for 3-12 rounds, avoiding the proximity of the spell caster in any event. Those who make the *confusion* save are still kept in *fascination* and must also save in the 4th, 5th, and 6th rounds (or for as long as the caster continues the *dweomer*) to avoid the *confusion* effect. If the spell is maintained for more than 6 rounds, each subject must save versus spell to avoid going into a *rage* — either at oneself, if one is the sole object of the spell, or at all other subjects of the spell — and attacking (regular "to hit" probability) against one's own person, or falling upon the nearest other subject of the *dweomer* with intent to kill. This *rage* will last for 2-5 rounds. Those subjects who save versus spell on the *rage* check will realize that they have fallen prey to the spell and will collapse onto the ground, lamenting their foolishness, for 1-4 rounds unless they are attacked or otherwise disturbed.

If during the course of the maintenance of the spell the caster is attacked or otherwise distracted, he or she is still protected, for the subject or subjects will not notice. The magic-user can leave at any time after the casting and the subject(s) will continue on for 1 full round as if he or she were still there to converse with. In these cases, however, saving throws for continuance of the spell are not applicable, even if, for instance, the subject(s) would otherwise have had to save to avoid *confusion* or *rage*. Note that the spell is entirely verbal.

Leomund's Secret Chest (Alteration, Conjunction/Summoning)

Level: 5
 Range: Special
 Duration: 60 days
 Area of Effect: One chest of about
 2'x2'x3' size

Components: V, S, M
 Casting Time: 1 turn
 Saving Throw: None

Explanation/Description: In order to cast this spell the magic-user must have an exceptionally well-crafted and expensive chest constructed for him by master craftsmen. If made principally of wood, it must be of ebony, rosewood, sandalwood, teak or the like, and all of its corner fittings, nails, and hardware must be of platinum. If constructed of ivory, the metal fittings of the chest may be of gold; and if the chest is fashioned from bronze, copper, or silver, its fittings may be of electrum or silver. The cost of such a chest will never be less than 5,000 g.p. Once constructed, the magic-user must have a tiny replica (of the same materials and perfect in every detail) made, so that the miniature of the chest appears to be a perfect copy. One magic-user can have but one pair of these chests at any given time, and even *wish* spells will not allow exception!

While touching the chest and holding the tiny replica, the caster chants the spell. This will cause the large chest to vanish into the ethereal plane. The chest can contain one cubic foot of material per level of the magic-user no matter what its apparent size. Living matter makes it 75% likely that the spell will fail, so the chest is typically used for securing valuable spell books, magic items, gems, etc. As long as the spell caster has the small duplicate of the magic chest, he or she can recall the large one from the ethereal plane to the locale he or she is in when the chest is desired. If the miniature of the chest is lost or destroyed, there is no way, including a *wish*, that the large chest will return.

While on the ethereal plane, there is a 1% cumulative chance per week that some creature/being will find the chest. If this occurs there is 10% likelihood that the chest will be ignored, 10% possibility that something will be added to the contents, 30% possibility that the contents will be exchanged for something else, 30% chance that something will be stolen from it, and 20% probability that it will be emptied. In addition, when the secret chest is brought back to the Prime Material Plane, an ethereal window is opened and remains open for 5 hours, slowly diminishing in size. As this hole opens between the planes there is a 5% chance that some ethereal monster will be drawn through, with a 1% cumulative reduction in probability each hour thereafter until the window is gone. However, no creature on the Prime Material Plane can locate the chest, even with a *gem of seeing*, *true seeing*, etc.

If *Leomund's Secret Chest* is not retrieved before spell duration lapses, there is a cumulative chance of 5% per day that the chest will be lost forever, i.e. 5% chance for loss at 61 days, 10% at 62 days, and so forth.

**Magic Jar** (Possession)

Level: 5
Range: 1"/level
Duration: Special
Area of Effect: One creature

Components: V, S, M
Casting Time: 1 round
Saving Throw: Special

Explanation/Description: Magic jar is a very unusual spell. It enables the magic user to take over the mind of the victim and thus control the creature's body. In fact, if the body is human or humanoid, the magic-user can even use the spells he or she knows. The possessor can call upon rudimentary knowledge of the possessed, but not upon the real knowledge, i.e. a possessor will not know the language or spells of the possessed. The spell caster transfers his or her life force to a special container (a large gem or crystal), and from this magic jar the life force can sense and attack any creature within the spell range radius, but what the creature is, is not determinable from the magic jar. The special life force receptacle must be within spell range of the magic-user's body at the time of spell casting. Possession takes place only if the victim fails to make the required saving throw. Failure to possess a victim leaves the life force of the magic-user in the magic jar. Possession attempts require 1 round each. If the body of the spell caster is destroyed, the life force in the magic jar is not harmed. If the magic jar is destroyed, the life force is snuffed out. Returning to the real body requires 1 round, and can only be done from a magic jar in spell range of the body. The saving throw versus a magic jar spell is modified by comparing combined intelligence and wisdom scores (intelligence only in non-human or non-humanoid creatures) of the magic-user and victim.

Difference	Die Adjustment
Negative 9 or +	+4
Negative 8 to 6	+3
Negative 5 to 3	+2
Negative 2 to 0	+1
Positive 1 to 4	0
Positive 5 to 8	-1
Positive 9 to 12	-2
Positive 13 or +	-3

A negative score indicates the magic-user has a lower score than does his or her intended victim; thus, the victim has a saving throw bonus. The magic jar is the spell's material component. Note that a possessed creature with any negative difference or a positive difference less than 5 is entitled to a saving throw each round to determine if it is able to displace the possessor's mind, a positive difference of 5 to 8 gains a saving throw each turn, a positive difference of 9 to 12 gains a saving throw each day, and a positive difference of 13 or better gains a saving throw each week. If the magic jarred creature regains control of its mind, the magic-user is trapped until he or she can take over the mind for control or escape.

Monster Summoning III (Conjuration/Summoning)

Level: 5
Range: 5"
Duration: 4 rounds + 1 round/level
Area of Effect: Special

Components: V, S, M
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: When this spell is cast, 1-4 third level monsters are summoned, coming within 1-4 rounds. See *monster summoning 1* for other details.

Mordenkainen's Faithful Hound (Conjuration/Summoning)

Level: 5
Range: 1"
Duration: 2 rounds/level
Area of Effect: Special

Components: V, S, M
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: By means of this spell the magic-user summons up a phantom watchdog which only he or she can see. He or she may then command it to perform as guardian of a passage, room, door, or similar space or portal. The phantom watchdog will immediately commence a loud barking if any creature larger than a cat approaches the place it guards. As the Faithful Hound is able to detect invisible, astral, ethereal, out of phase, duo-dimensional, or similarly non-visible creatures, it is an excellent guardian. In addition, if the intruding creature or creatures allow their backs to be exposed to the phantom watchdog, it will deliver a vicious attack as if it were a 10 hit dice monster, striking for 3-18 hit points of damage, and being able to hit opponents of all sorts, even those normally subject only to magical weapons of +3 or greater. The Faithful Hound cannot be attacked, but it can be dispelled. Note, however, that the spell caster can never be more than 3" distant from the area that the phantom watchdog is guarding, or the magic is automatically dispelled. The material components of this spell are a tiny silver whistle, a piece of bone, and a thread.

Passwall (Alteration)

Level: 5
Range: 3"
Duration: 6 turns + 1 turn/level
Area of Effect: Special

Components: V, S, M
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: A passwall enables the spell caster to open a passage through wooden, plaster, or stone walls; thus he or she and any associates can simply walk through. The spell causes a 5' wide by 8' high by 10' deep opening. Note several of these spells will form a continuing passage so that very thick walls can be pierced. The material component of this spell is a pinch of sesame seeds.

Sending (Evocation)

Level: 5
Range: Special
Duration: Special
Area of Effect: One creature

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: By means of this spell, the caster is empowered to contact a single creature with whom he or she is familiar and whose name and appearance are well known. If the creature in question is not on the same plane of existence as the spell caster, there is a 5% chance per plane removed that the sending will not arrive; i.e., if the subject were two planes removed there would be a 10% chance of failure. The magic-user can send one word per level of experience, with articles not considered; e.g., *a*, *an*, and *the* are not treated as words with respect to the message sent. Although the sending is received, the subject creature is not obligated to act upon it in any manner. The sending, if successful, will be understood even though the creature has an intelligence of as little as 1 factor (1 point, or *animal* intelligence).

The material component for this spell consists of two tiny cylinders, each with one open end, connected by a short piece of copper wire.

Stone Shape (Alteration)

Level: 5
Range: Touch
Duration: Permanent
Area of Effect: One cubic foot per level

Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: By means of this spell the magic-user can form an existing piece of stone into a shape which will suit his or her purposes. For example, a stone weapon can be made, a special trapdoor fashioned, or an idol sculpted. By the same token, it would allow the spell caster to reshape a stone door, perhaps, so as to escape imprisonment, providing the volume of stone involved was within the limits of the area of effect. While stone coffers can be thus formed, secret doors made, etc., the fineness of detail is not great. The material component of this spell is soft clay which must be worked into roughly the desired shape of the stone object and then touched to the stone when the spell is uttered.

Telekinesis (Alteration)

Level: 5
 Range: 1"/level
 Duration: 2 rounds + 1 round/level
 Area of Effect: 250 g.p. weight/level
 Components: V, S
 Casting Time: 5 segments
 Saving Throw: None

Explanation/Description: By means of this spell the magic-user is able to move objects by will force, by concentrating on moving them mentally. The telekinesis spell causes the desired object to move vertically or horizontally. Movement is 2" the first round, 4" the second, 8" the third, 16" the fourth, and so on, doubling each round until a maximum telekinetic movement of 1,024" per round is reached. (Heavy objects travelling at high speed can be deadly weapons!) Note that telekinesis can be used to move opponents who fall within the weight capacity of the spell, but if they are able to employ as simple a counter-measure as an enlarge spell, for example (thus making the body weight go over the maximum spell limit), it is easily countered. Likewise, ambulation or some other form of motive power if the recipient of the spell is not able to ambulate, counters the effect of telekinesis, provided the velocity has not reached 16" per round. The various Bigby's . . . Hand spells will also counter this spell, as will many other magics.

Teleport (Alteration)

Level: 5
 Range: Touch
 Duration: Instantaneous
 Area of Effect: Special
 Components: V
 Casting Time: 2 segments
 Saving Throw: None

Explanation/Description: When this spell is used, the magic-user instantly transports himself or herself, along with a certain amount of additional weight which is upon, or being touched by, the spell caster, to a well-known destination. Distance is not a factor, but inter-plane travel is not possible by means of a teleport spell. The spell caster is able to teleport a maximum weight of 2,500 g.p. equivalence, plus an additional 1,500 g.p. weight for each level of experience above the 10th, i.e. a 13th level magic-user teleports a maximum weight of 7,000 g.p. (700 pounds). If the destination area is very familiar to the magic-user (he or she has a clear mental picture through actual proximity to and studying of the area) it is unlikely that there will be any error in arriving exactly in the place desired. Lesser known areas (those seen only magically or from a distance) increase the probability of error. Unfamiliar areas present considerable peril. This is demonstrated below:

Probability of Teleporting

Destination Area Is	High	On Target	Low
Very familiar	01-02	03-99	00
Studied carefully	01-04	05-98	99-00
Seen casually	01-08	09-96	97-00
Viewed once	01-16	17-92	93-00
Never seen	01-32	33-84	85-00

Teleporting high means the magic-user will arrive 1" above ground for every 1% he or she is below the lowest "On Target" probability — only 2" when the destination is very familiar, and as high as 32" if the destination area was never seen. Any low result means the instant death of the magic-user if the area into which he or she teleports to is solid. Note that there is no possibility of teleporting to an area of empty space, i.e. a substantial area of surface must be there, whether a wooden floor, a stone floor, natural ground, etc.

Transmute Rock To Mud (Alteration) Reversible

Level: 5
 Range: 1"/level
 Duration: Special
 Area of Effect: 2 cubic "/level
 Components: V, S, M
 Casting Time: 5 segments
 Saving Throw: None

Explanation/Description: Except as noted above, and that the material components for the spell are clay and water (or sand, lime and water for the reverse), this spell is the same as the fifth level druid spell, *transmute rock to mud*.

Explanation/Description: This spell turns natural rock of any sort into an equal volume of mud. The depth of the mud can never exceed one-half its length and/or breadth. If it is cast upon a rock, for example, the rock affected will collapse into mud. Creatures unable to levitate, fly, or otherwise free themselves from the mud will sink and suffocate, save for lightweight creatures which could normally pass across such ground. The mud will remain until a dispel magic spell or a reverse of this spell, *mud to rock*, restores its substance — but not necessarily its form. Evaporation will turn the mud to normal dirt, from 1 to 6 days per cubic 1" being required. The exact time depends on exposure to sun, wind and normal drainage. The mud to rock reverse will harden normal mud into soft stone (sandstone or similar mineral) permanently unless magically changed.

Wall Of Force (Evocation)

Level: 5
 Range: 3"
 Duration: 1 turn + 1 round/level
 Area of Effect: 20' square/level
 Components: V, S, M
 Casting Time: 5 segments
 Saving Throw: None

Explanation/Description: A wall of force spell creates an invisible barrier in the locale defined by the caster, up to the spell's range. The wall of force will not move and is totally unaffected by any other spells, including dispel magic, save a disintegrate spell, which will immediately destroy it. Likewise, the wall of force is not affected by blows, missiles, cold, heat, electricity, or any similar things. Spells or breath weapons will not pass through it in either direction. The magic-user can, if desired, shape the wall to a hemispherical or spherical shape with an area equal to his or her ability, maximum of 20 square feet per level of experience. The material component for this spell is a pinch of powdered diamond.

Wall Of Iron (Evocation)

Level: 5
 Range: 1/2"/level
 Duration: Permanent
 Area of Effect: Special
 Components: V, S, M
 Casting Time: 5 segments
 Saving Throw: None

Explanation/Description: When this spell is cast, the magic-user causes a vertical iron wall to spring into being. Typically, this wall is used to seal off a passage or close a breach, for the wall inserts itself into any surrounding material if its area is sufficient to do so. The wall of iron is one quarter of an inch thick per level of experience of the spell caster. The magic-user is able to evoke an area of iron wall 15 square feet for each of his or her experience levels, so at 12th level a wall of iron 180 square feet in area can be created. If the wall is created in a location where it is not supported, it will fall and crush any creature beneath it. The wall is permanent, unless attacked by a dispel magic spell, but subject to all forces a normal iron wall is subject to, i.e. rust, perforation, etc. The material component of this spell is a small piece of sheet iron.

Wall Of Stone (Evocation)

Level: 5
 Range: 1/2"/level
 Duration: Permanent
 Area of Effect: Special
 Components: V, S, M
 Casting Time: 5 segments
 Saving Throw: None

Explanation/Description: This spell creates a wall of granite rock which merges into adjoining rock surfaces if the area is sufficient to allow it. It is typically employed to close passages, portals, and breaches against opponents. The wall of stone is 1/4' thick and 20' square in area per level of experience of the magic-user casting the spell. Thus, a 12th level magic-user creates a wall of stone 3' thick and 240 square feet in surface area (a 12' wide and 20' high wall, for example, to completely close a 10' X 16' passage). The wall created need not be vertical nor rest upon any firm foundation (cf. wall of iron); however, it must merge with an existing stone formation. It can be used to bridge a chasm, for instance, or as a ramp. The wall is permanent unless destroyed by a dispel magic spell or by normal means such as breaking, chipping or a disintegrate spell. The material component is a small block of granite.

Sixth Level Spells:**Anti-Magic Shell (Abjuration)**

Level: 6
 Range: 0
 Duration: 1 turn/level
 Area of Effect: 1' /level diameter sphere
 Components: V, S
 Casting Time: 1 segment
 Saving Throw: None

Explanation/Description: By means of an *anti-magic shell*, the magic-user causes an invisible barrier to surround his or her person, and this moves with the spell caster. This barrier is totally impervious to all magic and magic spell effects (this includes such attack forms as breath weapons, gaze weapons, and voice weapons). It thus prevents the entrance of spells or their effects, and it likewise prevents the function of any magical items or spells within its confines. It prevents the entrance of charmed, summoned, and conjured creatures. However, normal creatures (assume a normal troll rather than one conjured up, for instance) can pass through the shell, as can normal missiles. While a magic sword would not function magically within the shell, it would still be a sword.

Bigby's Forceful Hand (Evocation)

Level: 6
 Range: 1' /level
 Duration: 1 round/level
 Area of Effect: Special
 Components: V, S, M
 Casting Time: 6 segments
 Saving Throw: None

Explanation/Description: Bigby's Forceful Hand is a more powerful version of Bigby's Interposing Hand (q.v.). It exerts a force in addition to interposing itself, and this force is sufficient to push a creature away from the spell caster if the creature weighs 500 pounds or less, to push so as to slow movement to 1' per round if the creature weighs between 500 and 2,000 pounds, and to slow movement by 50% of creatures weighing up to 8,000 pounds. It takes as many hit points to destroy as its creator has. Its material component is a glove.

Chain Lightning (Evocation)

Level: 6
 Range: 4" + 1/2" /level
 Duration: Instantaneous
 Area of Effect: Special
 Components: V, S, M
 Casting Time: 6 segments
 Saving Throw: 1/2 or Neg.

Explanation/Description: When this spell is cast, the electrical discharge begins as a single stroke of lightning, 1/4" wide, commencing from the fingertips of the caster and extending to the primary target, which must lie within the maximum range of the spell as dictated by the level of the caster.

Chain lightning differs sharply from a *lightning bolt* spell in that it has a primary target as opposed to an area effect. If the primary target makes a successful saving throw versus spell, one-half damage from the bolt of *chain lightning* is taken; otherwise full damage (1d6 points per level of the spell caster) will be inflicted.

In addition, after striking the initial target, the bolt arcs to the nearest other object, be it animal, vegetable, or mineral. This chain of striking continues from one object to another object nearest it, possibly setting up an oscillation between two (presumably stationary or immobilized) objects, or a regular pattern involving three or more objects. If two or more possible targets are equidistant, the *chain lightning* will arc to metal first, then to the one with the most fluid, otherwise at random. The chain keeps building up to as many "links" (including the initial target) as the spell caster has levels. Thus, a 12th-level magic-user casting the spell would hit 12 targets: the primary target first, then 11 other (not necessarily different) targets. After the initial strike, each object subsequently struck is entitled to a saving throw versus spell, if applicable. Success on this save indicates that the stroke actually arced to the next nearest target, and the target that saved takes no damage.

The arcing bolt will continue until it has struck the appropriate number of objects, as indicated by a target's failure to save or lack of the opportunity to do so (as for an inanimate object of non-magical nature), until the stroke fades out or strikes a target that grounds it. Direction is

never a consideration in plotting the path of the arcing *chain lightning*. Distance is a factor, though; a single arc can never be longer than the range limit. If, in order to arc, the bolt must travel a greater distance than its maximum range, the stroke fades into nothing. A tree or a substantial piece of conductive metal — such as interconnecting iron bars of a large cell or cage — will ground the lightning stroke and prevent further arcing.

The lightning inflicts one less d6 of damage on each target it hits after striking the primary target for the first time; if the initial target was struck by a 12d6 bolt, the next target struck takes an 11d6 bolt, then 10d6, 9d6, 8d6, 7d6, and so on all the way down to 1d6 — the last spurt of energy from the bolt. (A saving throw for half damage applies on each strike, different from the save versus spell to see if the lightning actually hits a secondary target.) The caster can be struck by an arc from his or her own spell. The material components are a bit of fur; an amber, glass, or crystal rod; and as many silver pins as the spell caster has levels of experience.

Contingency (Evocation)

Level: 6
 Range: 0
 Duration: 1 day/level
 Area of Effect: The magic-user
 Components: V, S, M
 Casting Time: 1 turn
 Saving Throw: None

Explanation/Description: By means of this spell, the magic-user is able to place another spell upon his or her person so that the latter spell will come into effect upon occurrence of the situation dictated during the casting of the *contingency* spell. The *contingency* spell and the spell it is to bring into effect — the "companion" spell — are, in effect, cast at the same time (the 1-turn casting time indicated above is a total for both castings). The spell to be brought into effect by the prescribed contingency must be one which affects the magic-user's person (*feather fall*, *levitation*, *fly*, *statue*, *feign death*, etc.) and of a level no higher than one-third of the experience level of the caster (rounded down), to an upper limit of the 6th spell level: a 4th level "companion spell" maximum at 12th, 13th or 14th level of experience; a 5th level maximum at 15th, 16th or 17th level of experience, and a 6th level maximum at 18th level of experience and beyond. Only one *contingency* spell can be in effect upon the spell caster at any one time; if a second is used, the first one (if still active) is cancelled.

The situation prescribed to bring the spell into effect must be clear, although it can be rather general. For example, a *contingency* cast with an *airy water* "companion spell" might prescribe that any time the magic-user is plunged into or otherwise engulfed in water or similar liquid, the *airy water* spell will instantly come into effect. Likewise, the *contingency* could bring a *feather fall* into effect anytime the magic-user falls over 2' distance. In all cases, the *contingency* immediately brings into effect the second spell, the latter being "cast" instantaneously when the prescribed circumstances occur. Note that complex, complicated, and/or convoluted prescribed conditions for effecting the play of the dweomer are likely to cause the whole spell complex (the *contingency* spell and the companion magic) to simply fail when called upon.

The material components of this spell are (in addition to those of the companion spell) 100 gp worth of quicksilver, an elephant ivory statuette of the magic-user, and an eyelash of an ogre magi, ki-rin, or similar spell-using creature. Note that the ivory statuette is not destroyed by the spell casting (although it might be subject to wear and tear), and it must be carried on the person of the spell caster for the *contingency* spell to perform its function when called upon.

Control Weather (Alteration)

Level: 6
 Range: 0
 Duration: 4-24 hours
 Area of Effect: 4-16 square miles
 Components: V, S, M
 Casting Time: 1 turn
 Saving Throw: None

Explanation/Description: Except as noted above, and for the differing material components, this spell is the same as the seventh level cleric *control weather* spell (q.v.). The material components of this spell are burning incense, and bits of earth and wood mixed in water.

Explanation/Description: The *control weather* spell allows a cleric to change the weather in the area he or she is in at the time the spell is cast. The spell will affect the weather for from 4 to 48 hours (4d12) in an area of from 4 to 16 square miles (4d4). It requires 1 turn to cast the spell, and an additional 1 to 4 (d4) turns for the effects of the weather to be felt. The *control weather* spell will not radically change the temperature, i.e. from below zero to a 100 degree temperature heat wave. The weather control possible depends upon the prevailing conditions:

CLEAR WEATHER	HOT WEATHER	CALM
Very clear	Warm weather	Dead calm
Light clouds or hazy	Sweltering heat	Light breeze
PARTLY CLOUDY WEATHER	WARM WEATHER	LIGHT WIND
Clear weather	Hot weather	Calm
Cloudy	Cool weather	Strong wind
Mist/Light rain/small hail	COOL WEATHER	STRONG WIND
Sleet/Light snow	Warm weather	Light wind
CLOUDY WEATHER	Cold-weather	Gale
Partly cloudy	COLD WEATHER	GALE
Deep clouds	Cool weather	Strong wind
Fog	Arctic cold	Storm
Heavy rain/Large hail		STORM
Driving sleet/Heavy snow		Gale
		Hurricane-Typhoon

All three aspects of the weather (clouds/precipitation, temperature, and wind) can be controlled, but only as shown. For example, a day which is clear, warm, and with light wind can be controlled to become hazy, hot, and calm. Contradictions are not possible — fog and strong wind, for example. Multiple *control weather* spells can be used only in succession. The material components for this spell are the cleric's religious symbol, incense, and prayer beads or similar prayer object. Obviously, this spell functions only in areas where there are appropriate climatic conditions.

Death Spell (Conjuration/Summoning)

Level: 6
Range: 1"/level
Duration: Instantaneous
Area of Effect: 1/2" square/level
Components: V, S, M
Casting Time: 6 segments
Saving Throw: None

Explanation/Description: When a *death spell* is cast, it slays creatures in the area of effect instantly and irrevocably. The number of creatures which can be so slain is a function of their hit dice:

Victim's Hit Dice	Maximum Number of Creatures Affected	
less than 2	4-80	(4d20)
2 to 4	3-30	(3d10)
4+1 to 6+3	2-8	(2d4)
6+4 to 8+3	1-4	(1d4)

If a mixed group of creatures is attacked with a *death spell*, use the following conversion:

Creature's Hit Dice:	Equals Creatures with Hit Dice of:			
	less than 2	2 to 4	4+1 to 6+3	6+4 to 8+3
6+4 to 8+3	10	5	2	-
4+1 to 6+3	8	3	-	.5
2 to 4	4	-	.125	.05

First, simply roll the dice to see how many creatures of less than 2 hit dice are affected, kill all these, then use the conversion to kill all 2 to 4 hit dice monsters, etc. If not enough of the number remains to kill the higher levels, they remain. This system can be reversed by applying it to higher hit dice victims first. Example: The 4d20 when rolled indicate a total of 53, 20 of this is used to kill one 6+4 to 8+3 die creature ($20 \times .05 = 1$), 16 are used to kill two 4+1 to 6+3 hit dice creatures ($16 \times .125 = 2$), 12 are used to kill three 2 to 4 die creatures ($3 \times 4 = 12$), and 5 remainder can be used to kill off 5 less-than-2 die creatures ($5 \times 1 = 5$), i.e. $20 + 16 + 12 + 5 = 53$. A *death spell* does not affect lycanthropes, undead creatures, or creatures from other than the Prime Material Plane. The material component of this spell is a crushed black pearl with a minimum value of 1000 g.p.

Disintegrate (Alteration)

Level: 6
Range: 1"/level
Duration: Permanent
Area of Effect: Special
Components: V, S, M
Casting Time: 6 segments
Saving Throw: Neg.

Explanation/Description: This spell causes matter to vanish. It will affect even matter (or energy) of a magical nature, such as Bigby's Forceful Hand, but not a globe of invulnerability or an anti-magic shell. Disintegration is instantaneous, and its effects are permanent. Any living thing can be affected, even undead, and non-living matter up to 1" cubic volume can be obliterated by the spell. Creatures, and magical material with a saving throw, which successfully save versus the spell are not affected. Only 1 creature or object can be the target of the spell. Its material components are a lodestone and a pinch of dust.

Enchant An Item (Conjuration/Summoning)

Level: 6
Range: Touch
Duration: Special
Area of Effect: One item
Components: V, S, M
Casting Time: Special
Saving Throw: Neg.

Explanation/Description: This is a spell which must be used by a magic-user planning to create a magic item. The *enchant an item* spell prepares the object to accept the magic to be placed upon or within it. The item to be magicked must meet the following tests: 1) it must be in sound and undamaged condition; 2) the item must be the finest possible, considering its nature, i.e. crafted of the highest quality material and with the finest workmanship; and 3) its cost or value must reflect the second test, and in most cases the item must have a raw materials cost in excess of 100 g.p. With respect to requirement 3), it is not possible to apply this test to items such as ropes, leather goods, cloth, and pottery not normally embroidered, bejeweled, tooled, carved, and/or engraved; however, if such work or materials can be added to an item without weakening or harming its normal functions, these are required for the item to be magicked.

The item to be prepared must be touched manually by the spell caster. This touching must be constant and continual during the casting time which is a base 16 hours plus an additional 8-64 hours (as the magic-user may never work over 8 hours per day, and haste or any other spells will not alter time required in any way, this effectively means that casting time for this spell is 2 days + 1-8 days). All work must be uninterrupted, and during rest periods the item being enchanted must never be more than 1' distant from the spell caster, for if it is, the whole spell is spoiled and must be begun again. (Note that during rest periods absolutely no other form of magic may be performed, and the magic-user must remain quiet and in isolation.) At the end of the spell, the caster will "know" that the item is ready for the final test. He or she will then pronounce the final magical syllable, and if the item makes a saving throw (which is exactly the same as that of the magic-user who magicked it) versus magic, the spell is completed. (Note that the spell caster's saving throw bonuses also apply to the item, up to but not exceeding +3.) A result of 1 on the die (d20) always results in failure, regardless of modifications. Once the spell is finished, the magic-user may begin to place the desired dweomer upon the item, and the spell he or she plans to place on or within the item must be cast within 24 hours or the preparatory spell fades, and the item must again be enchanted.

Each spell subsequently cast upon an object bearing an *enchant an item* spell requires 4 hours + 4-8 additional hours per spell level of the magic being cast. Again, during casting the item must be touched by the magic-user, and during rest periods it must always be within 1' of his or her person. This procedure holds true for any additional spells placed upon the item, and each successive dweomer must be begun within 24 hours of the last, even if any prior spell failed.

No magic placed on or into an item is permanent unless a *permanency* spell is used as a finishing touch, and this always runs a risk of draining a point of constitution from the magic-user casting the spell. It is also necessary to point out that while it is possible to tell when the basic (*enchant an item*) spell succeeds, it is not possible to tell if successive castings actually take, for each must make the same sort of saving throw as the item itself made. Naturally, items that are charged — rods, staves, wands, javelins of lightning, ring of wishes, etc. — can never be made permanent. Scrolls or magic devices can never be used to *enchant an item* or cast magic upon an object so prepared.

The material component(s) for this spell vary according to both the nature of the item being magicked and successive magicks to be cast upon it. For example, a cloak of displacement might require the hides of 1 or more displacer beasts, a sword meant to slay dragons could require the blood and some other part of the type(s) of dragon(s) it will be effective against, and a ring of shooting stars might require pieces of meteorites and the horn of a ki-rin. These specifics, as well as other information pertaining to this spell, are known by your Dungeon Master.

Ensnarement (Conjuration/Summoning)

Level: 6
 Range: 1"
 Duration: *Special*
 Area of Effect: *Special*

Components: V, S, M
 Casting Time: 1 turn
 Saving Throw: *Neg.*

Explanation/Description: The casting of this spell attempts a dangerous act — the luring of a powerful creature from another plane to a specially prepared trap where it will be held until it agrees to perform one service in return for freedom from the *ensnarement* spell. The spell causes an awareness of a gate-like opening on the plane of the creature to be ensnared. A special saving throw is then made to determine if the creature detects the nature of the planar opening as a trap or believes it to be a gate. To save, the creature must roll equal to or less than its intelligence score on 3d6. The score is modified by the difference between the creature's intelligence and that of the spell caster's. If the creature has a higher score, the difference is subtracted from its dice roll to save. If the spell caster has a higher score, the difference is added to the total of the 3d6.

If the saving throw succeeds, the creature merely ignores the spell-created opening, and the dweomer fails. If the saving throw is not made, the creature steps into the opening and is *ensnared*. The type of creature to be ensnared must be known and stated, and if it has a specific, proper, or given name, this also must be used in casting of the *ensnarement* spell.

When actually ensnared, the creature coming from another plane to that of the spell caster is not constrained from harming the one who trapped it. Therefore, the caster uses a magic circle (for creatures from the upper planes or the Astral Plane), a thaumaturgic triangle (for creatures from the Ethereal, Elemental, or Concordant Opposition planes), or a pentagram (for creatures from the lower and infernal planes). Regardless of such protection, there is a chance that the entrapped creature will be able to break free and wreak its vengeance upon the spell caster. The base chance for an ensnared creature to break free depends on the manner in which the confining design was made. A hand-done one has a base chance of 20% of being broken, one inlaid or carved has only a base of 10%, and that for the first time only (which indicates whether or not the job was done properly). This base chance is modified by the total score of the magic-user's combined intelligence and experience level compared to the intelligence score and the experience level or number of hit dice of the creature summoned. If the spell caster has a higher total, that difference is subtracted from the percentage chance for the creature to break free. If the creature has a higher total, that difference is added to its chance to break free.

The chance may be further modified by care in preparation of the protective symbol. If the hand-made protection is inscribed over a long period of time, using specially prepared pigments (1,000 gp per turn of application), the chance of an *ensnared* creature breaking free is reduced by 1% for every turn spent so preparing; i.e., an expenditure of 1 turn and 1,000 gp reduces the chance of breaking free by 1%. This can bring the base chance to 0%, but the further modifications for intelligence and level/hit dice still must be made thereafter, and no amount of special preparation can negate that risk. Similarly, an inlaid or inscribed design can be brought to a 0% chance of being broken by inlaying it with various metals, minerals, etc. This effort will require a minimum of one full month of time and add not less than 50,000 gp to the basic cost of having the protection inlaid or inscribed into stone. Any breaking of the lines of protection or blurring of the glyphs, runes, and sigils which guard the magical barrier will spoil the efficacy of the dweomer and allow the creature to break free automatically. Even a straw dropped across the lines of a circle destroy its power. Fortunately, the creature within cannot so much as place a straw upon any portion of the inscribed protective device, for the magic of the barrier absolutely prevents it.

Once safely *ensnared*, the creature can be kept for as long as the spell caster dares. (Remember the danger of something breaking the inscription!) The caster can offer bribes, use promises, or make threats in order to exact one service from the captive creature. The DM will then assign a value to what the magic-user has said to the ensnared creature, rating it from 0 to 6. This rating is then subtracted from the intelligence score of the creature. If the creature makes its saving throw, a score equal to or less than its adjusted intelligence, it will refuse service. New offers, bribes, etc. can be made, or the old ones re-offered 24 hours later, when the creature's intelligence has dropped by 1 point due to confinement. This can be repeated until the creature promises to serve, until it breaks free, or until the caster decides to release it by means of some riddance spell. It need not be stressed that certain other spells can be used to force a captive creature into submission.

Once the single service is completed, the creature need only so inform the spell caster to be instantly teleported from whence it came. Revenge can be sought (cf. *efreeti*, aerial servant, and invisible stalker). Impossible commands or unreasonable commands will never be agreed to.

Eyebite (Enchantment/Charm, Illusion/Phantasm)

Level: 6
 Range: 20'
 Duration: *Special*
 Area of Effect: *One creature*

Components: V, S
 Casting Time: 1 segment
 Saving Throw: *Special*

Explanation/Description: An *eyebite* spell enables the caster to merely meet the gaze of his or her subject and speak a single word to cause the dweomer to be effectuated. With this single spell, the caster can choose which particular effect is to strike the subject, but the *eyebite* spell is then dissipated, even though only one of its four possible effects were used. The four effects of the spell to be chosen from are these:

Charm: The magic-user can charm a person or monster by gaze and vocalization of a single word. The effect is to make the *charmed* subject absolutely loyal and docile with respect to the charmer, even to the point of personal danger. It is otherwise the same as a *charm person* or *charm monster* spell. A successful saving throw versus spell negates this effect.

Fear: The magic-user can cause fear by gaze and vocalization of a single word. The subject will act as if struck by a *fear* spell unless a saving throw versus spell is successful.

Sicken: This power enables the caster to merely gaze at the subject, speak a word, and cause sudden nausea and sickness to sweep over the subject's body. The victim will be at one-half normal abilities (strength, intelligence, etc.) from the pain and fever (creatures without ability scores are not affected). Movement will be at one-half normal rate also, and the victim will have to rest half of each turn in order to be able to move at all. A saving throw versus spell will negate the power of the dweomer. Otherwise, the victim will remain struck by the *sickness*, losing one actual point of constitution per day until death occurs at zero constitution points. The effects are negated by a successful *dispel magic* spell or by a *heal* spell. *Alter reality*, *limited wish*, and *wish* spells will also remove the *sickness*, but a *cure disease* will not. Note: All non-human, non-demi-human, and non-humanoid creatures save at +4 versus this effect.

Sleep: The magic-user can cause any individual to fall into a comatose slumber by means of a gaze and a single word, unless the subject makes its saving throw versus spell. Creatures normally subject to the 1st-level spell *sleep* save at -2. Undead are not subject to this power. Affected creatures must be shaken or otherwise shocked to bring them back to consciousness.

Extension III (Alteration)

Level: 6
Range: 0
Duration: *Special*
Area of Effect: *Special*

Components: V
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: This spell is the same as the fourth level *Extension I* except that it will extend first through third level spells to double duration and will extend the duration of fourth or fifth level spells by 50% of the indicated duration.

Geas (Enchantment/Charm)

Level: 6
Range: *Touch*
Duration: *Special*
Area of Effect: *Creature touched*

Components: V
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: A geas spell places a magical command upon the creature (usually human or humanoid) to carry out some service, or refrain from some action or course of activity, as desired by the spell caster. The creature must be intelligent, conscious, and under its own volition. While a geas cannot compel a creature to kill itself, or to perform acts which are likely to result in certain death, it can cause almost any other course of action. The spell causes the geased creature to follow the instructions until the geas is completed. Failure to do so will cause the creature to grow sick and die within 1 to 4 weeks. Deviation from or twisting of the instructions causes corresponding loss of strength points until the deviation ceases. A geas can be done away with by a wish spell, but a *dispel magic* or *remove curse* will not negate it. Your referee will instruct you as to any additional details of a geas, for its casting and fulfillment are tricky, and an improperly cast geas is null and void immediately (cf. *wish*).

Glassee (Alteration)

Level: 6
Range: *Touch*
Duration: 1 round/level
Area of Effect: *Special*

Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: By means of this spell the magic-user is able to make a section of metal, stone or wood as transparent as glass to his gaze, or even make it into transparent material as explained hereafter. Normally, up to four inches of metal can be seen through, stone up to 6' thick can be made transparent, and 20' of wood can be affected by the glassee spell. The spell will not work on lead, gold or platinum. The magic-user can opt to make the glassee apply to himself or herself only, and apply it up to once per round while spell duration lasts; or the caster can actually make a transparent area, a one-way window, in the material affected. Either case gives a viewing area 3' wide by 2' high. The material component of the spell is a small piece of crystal or glass.

Globe Of Invulnerability (Abjuration)

Level: 6
Range: 0
Duration: 1 round/level
Area of Effect: 1" diameter sphere

Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: This spell is the same as the fourth level *minor globe of invulnerability* (q.v.), except as regards casting time and for the fact that it prevents the functioning of first through fourth level spells affecting the magic-user within the globe, while he or she can cast spells through it, of course.

Guards And Wards (Evocation, Alteration, Enchantment/Charm)

Level: 6
Range: 0
Duration: 6 turns/level
Area of Effect: 1" radius/level, extending from 2" diameter sphere

Components: V, S, M
Casting Time: 3 turns
Saving Throw: None

Explanation/Description: This special and powerful spell is primarily used to defend the magic-user's stronghold. The following take place in the area of effect upon casting of the spell:

1. All corridors become misty, and visibility is reduced to 10'.
2. All doors are wizard locked.
3. One door per level of experience of the magic-user is covered by an illusion as if it were a plain wall.
4. Stairs are filled with webs from top to bottom.
5. Where there are choices in direction — such as a cross or side passage — a minor confusion-type spell functions so as to make it 50% probable that intruders will believe they are going in the exact opposite direction.
6. The whole area radiates magic.
7. The magic-user can place one of the following additional magics:
 - A. *Dancing lights* in four corridors, or
 - B. *Magic mouths* in two places, or
 - C. *Stinking Clouds* in two places, or
 - D. *Gust of wind* in one corridor or room, or
 - E. *Suggestion* in one place.

Note that items 3 and 7 function only when the magic-user is totally familiar with the area of the spell's effect. *Dispel magic* can remove one effect, at random, per casting of a *dispel*. A *remove curse* will not work. The material components of the spell are burning incense, a small measure of sulphur and oil, a knotted string, a small amount of umber hulk blood, and a small silver rod.

Invisible Stalker (Conjuration/Summoning)

Level: 6
Range: 1"
Duration: *Special*
Area of Effect: *Special*

Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: This spell summons an *invisible stalker* from the Elemental Plane of Air. This 8 hit die monster will obey and serve the spell caster in performance of whatever tasks are set before it. However, the creature is bound to serve; it does not do so from loyalty or desire. Therefore, it will resent prolonged missions or complex tasks, and it will attempt to pervert instructions accordingly (for complete details of the *invisible stalker*, consult **ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL**). The invisible stalker will follow instructions even at hundreds or thousands of miles distance. The material components of this spell are burning incense and a piece of horn carved into a crescent shape.

Legend Lore (Divination)

Level: 6
Range: 0
Duration: *Special*
Area of Effect: *Special*

Components: V, S, M
Casting Time: *Special*
Saving Throw: None

Explanation/Description: The *legend lore* spell is used to determine information available regarding a known person, place or thing. If the person or thing is at hand, or if the magic-user is in the place in question, the likelihood of the spell producing results is far greater and the casting time is only 1 to 4 turns. If detailed information on the person, place or thing is known, casting time is 1 to 10 days. If only rumors are known, casting time is 2 to 12 weeks. During the casting, the magic-user cannot engage in other activities other than routine: eating, sleeping, etc. When completed, the divination will reveal if legendary material is available. It will often reveal where this material is — by place name, rhyme, or riddle. It will sometimes give certain information regarding the person, place or thing (when the object of the *legend lore* is at hand), but this data will always be in some cryptic form (rhyme, riddle, anagram, cipher, sign, etc.). The spell is cast with incense and strips of ivory formed into a rectangle, but some item must be sacrificed in addition — a potion, magic scroll, magic item, creature, etc. Naturally, *legend lore* will reveal information only if the person, place or thing is noteworthy or legendary.

Lower Water (Alteration) Reversible

Level: 6
Range: 8"
Duration: 5 rounds/level
Area of Effect: $\frac{1}{2}'' \times \frac{1}{2}''$ square area/level

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: Except as noted above, and for the facts that the reverse spell raises water only $\frac{1}{2}'$ /level of experience of the spell caster, and the material components for the spell are a small vial of water and a small vial of dust, it is the same as the fourth level cleric spell, *lower water* (q.v.).

Explanation/Description: The cleric casting a *lower water* spell causes water or similar fluid in the area of effect to sink away. Lowering is 5% of original effect for every level of experience of the cleric, i.e. 40% at 8th level, 45% at 9th, 50% at 10th, etc. The effect of the spell lasts for 1 turn for each level of experience of the cleric casting it. Likewise, the area of effect increases by level of experience, an 8th level cleric affecting an area of $8'' \times 8''$, a 9th level an area of $9'' \times 9''$, and so forth. Material components of this spell are the cleric's religious symbol and a pinch of dust. The reverse of the spell causes the water or similar fluid to return to its normal highest level, plus one foot for every level of experience of the cleric casting it.

Monster Summoning IV (Conjuration/Summoning)

Level: 6
Range: 6"
Duration: 5 rounds + 1 round/level
Area of Effect: Special

Components: V, S, M
Casting Time: 6 segments
Saving Throw: None

Explanation/Description: This spell summons 1 to 3 fourth level monsters, and they appear within 1 to 3 rounds. See *monster summoning I* for other details.

Mordenkainen's Lucubration (Alteration)

Level: 6
Range: 0
Duration: Instantaneous
Area of Effect: The magic-user

Components: V, S
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: By use of this spell, the magic-user is able to instantly recall any spell he or she has used and otherwise forgotten during the past 24 hours. The spell must have been memorized and actually used during the stated time period, and it cannot be of greater power than fifth level. *Mordenkainen's Lucubration* enables the spell caster to recall any 1st- through 5th-level spell precisely as if it had never been cast. Only one such spell can be so recalled by use of the *lucubration* dweomer. The spell recalled can thereafter be cast normally on any succeeding round. Material spell components must be available if the spell recalled requires such, or else the remembered spell is not usable until the material components are available.

Move Earth (Alteration)

Level: 6
Range: 1''/level
Duration: Permanent
Area of Effect: Special

Components: V, S, M
Casting Time: Special
Saving Throw: None

Explanation/Description: When cast, the *move earth* spell moves dirt (clay, loam, sand) and its other components. Thus, embankments can be collapsed, hillocks moved, dunes shifted, etc. The area to be affected will dictate the casting time; for every 4'' square area, 1 turn of casting time is required. If terrain features are to be moved — as compared to simply caving in banks or walls of earth — it is necessary that an earth elemental be subsequently summoned to assist. All spell casting and/or summoning must be completed before any effects occur. In no event can rock prominences be collapsed or moved. The material components for this spell are a mixture of soils (clay, loam, sand) in a small bag, and an iron blade.

Otiluke's Freezing Sphere (Alteration-Evocation)

Level: 6
Range: Special
Duration: Special
Area of Effect: Special

Components: V, S, M
Casting Time: 6 segments
Saving Throw: Special

Explanation/Description: *Otiluke's Freezing Sphere* is a multi-purpose dweomer of considerable power. If the caster opts, he or she may create a globe of matter at absolute zero temperature which spreads upon contact with water or liquid which is principally composed of water, so as to freeze it to a depth of 6 inches over an area equal to 100 square feet per level of the magic-user casting the spell. The ice so formed lasts for 1 round per level of the caster. The spell can also be used as a thin ray of cold which springs from the caster's hand to a distance of 1'' per level of the magic-user; this ray will inflict 4 hit points of damage per level of the caster upon the creature struck, with a saving throw versus magic applicable, and all damage negated if it is successful (as the ray is so narrow a save indicates it missed), but the path of the ray being plotted to its full distance, as anything else in its path must save (if applicable) or take appropriate damage. Finally, *Otiluke's Freezing Sphere* can be cast so as to create a small globe about the size of a sling stone, cool to the touch, but not harmful. This globe can be cast, and it will shatter upon impact, inflicting 4-24 hit points of cold damage upon all creatures within a 10' radius (one-half damage if saving throw versus magic is made). Note that if the globe is not thrown or slung within a time period equal to 1 round times the level of the spell caster, it automatically shatters and causes cold damage as stated above. This timed effect can be employed against pursuers, although it can also prove hazardous to the spell caster and/or his or her associates as well. The material components of the spell depend upon in which form it is to be cast. A thin sheet of crystal about an inch square is needed for the first application of the spell, a white sapphire of not less than 1,000 g.p. value for the second application of the spell, and a 1,000 g.p. diamond is minimum for the third application of the spell. All components are lost when the spell is cast.

Part Water (Alteration)

Level: 6
Range: 1''/level
Duration: 5 rounds/level
Area of Effect: Special

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: Except as shown above, and also that the material components for this spell are two small sheets of crystal or glass, this spell is the same as the sixth level cleric spell, *part water* (q.v.).

Explanation/Description: By employing a *part water* spell, the cleric is able to cause water or similar liquid to move apart, thus forming a trough. The depth and length of the trough created by the spell is dependent upon the level of the cleric, and a trough 3' deep by 1' by 2'' (20' or 20 yards) is created per level, i.e. at 12th level the cleric would *part water* 36' deep by 12' wide by 24'' (240' or 240 yards) long. The trough will remain as long as the spell lasts or until the cleric who cast it opts to end its effects (cf. *dispel magic*). The material component of this spell is the cleric's religious symbol.

Project Image (Alteration, Illusion/Phantasm)

Level: 6
Range: 1''/level
Duration: 1 round/level
Area of Effect: Special

Components: V, S, M
Casting Time: 6 segments
Saving Throw: None

Explanation/Description: By means of this spell, the magic-user creates a non-material duplicate of himself or herself, projecting it to any spot within spell range which is desired. This image performs actions identical to the magic-user — walking, speaking, spell-casting — as the magic-user determines. A special channel exists between the image of the magic-user and the actual magic-user, so spells cast actually originate from the image. The image can be dispelled only by means of a *dispel magic* spell (or upon command from the spell caster), and attacks do not affect it. The image must be within view of the magic-user projecting it at all times, and if his or her sight is obstructed, the spell is broken. The material component of this spell is a small replica (doll) of the magic-user.

Reincarnation (Necromantic)

Level: 6
 Range: Touch
 Duration: Permanent
 Area of Effect: Person touched

Components: V, S, M
 Casting Time: 1 turn
 Saving Throw: None

Explanation/Description: This spell is similar to the seventh level druid spell of the same name (q.v.). It does not require any saving throw for system shock or resurrection survival. The corpse is touched, and a new incarnation of the person will appear in the area in 1 to 6 turns, providing the person has not been dead for longer than 1 day per level of experience of the magic-user. The new incarnation will be:

Die Roll	Incarnation
01-05	bugbear
06-11	dwarf
12-18	elf
19-23	gnoll
24-28	gnome
29-33	goblin
34-40	half-elf
41-47	halfling
48-54	half-orc
55-59	hobgoblin
60-73	human
74-79	kobold
80-85	orc
86-90	ogre
91-95	ogre mage
96-00	troll

Note: Very good or very evil persons will not be reincarnated as creatures whose general alignment is the opposite. The material components of the spell are a small drum and a drop of blood.

Explanation/Description: Druids have the capability of bringing back the dead in another body if death occurred no more than a week before the casting of the spell. The person reincarnated will recall the majority of his or her former life and form, but the class they have, if any, in their new incarnation might be different indeed. Abilities and speech are likewise often changed. The table below gives the reincarnation possibilities of this spell:

Any sort of player character can be reincarnated. If an elf, gnome or human is indicated, the character must be created. When the corpse is touched, the new incarnation will appear in the area within 1 to 6 turns. (Cf. sixth level magic-user spell *reincarnation*.)

Repulsion (Abjuration)

Level: 6
 Range: 1"/level
 Duration: 1 round/2 levels
 Area of Effect: 1" path

Components: V, S, M
 Casting Time: 6 segments
 Saving Throw: None

Explanation/Description: When this spell is cast, the magic-user is able to cause all creatures in the path of the area of effect to move away from his or her person. Repulsion is at 3" per round, or at the motive speed of the creature attempting to move towards the spell caster. The repelled creature will continue to move away for the balance of a complete move even though this takes it beyond spell range. The material component of this spell is a pair of small magnetized iron bars attached to two small canine statuettes, one ivory and one ebony.

Spiritwrack (Evocation/Abjuration)

Level: 6
 Range: 1" + 1"/level
 Duration: Special
 Area of Effect: Special

Components: V, M
 Casting Time: Special
 Saving Throw: Special

Explanation/Description: A *spiritwrack* spell is a very strong protection/punishment spell against the powerful creatures of the nether planes (Abyssal, Hades, Hell, etc.), but to employ the magic, the spell caster must know the name of the being at whom he or she will direct the energy. Prior to actual utterance of a *spiritwrack* spell the magic-user must

prepare an illuminated sheet of vellum, carefully inscribed in special inks made from powdered rubies and the ichor of a slain demon of type I, II, or III and covered with gold leaf in a continuous border. The spell caster must personally prepare this document, including the being's name thereon. (This will require from 8-32 hours of time and cost 1,000 g.p. for vellum, special pens, gold leaf, and other miscellaneous materials alone; the cost of the powdered rubies is a minimum of 5,000 g.p. for each document.) If the demon, devil, or other powerful being from a nether outer plane is present in some form (and not possessing another creature's body instead), the magic-user can then begin actual spell incantation.

Immediately upon beginning the reading of the document, the being named will be rooted to the spot unless it makes its magic resistance percentage (adjusted for the level of the magic-user) as a saving throw; and even if such a saving throw is made, the monster feels greatly uncomfortable, and if it has not been magically forced to the locale and so held there, it is 90% likely to retreat to its own (or another) plane, as the named being is powerless to attack the magic-user while he or she is reading the spell document. This first part of the document continues for 1 full round, with the discomfort to the named being becoming greater at the end. During the second minute of the incantation, the being named undergoes acute pain and loses 1 hit point per hit die it possesses. At the end of this round of reading, the being is in wracking pain. The third and final round of utterance of the condemnation will cause a loss to the being of 50% of its existing hit points, horrible pain, and at the end consign it to some confined space on its own plane — there to remain in torture for a number of years equal to the level of the magic-user who prepared the document.

Obviously, the being so dealt with will be the sworn foe of the magic-user forever afterwards, so the magic-user will be loath to finish the spell but rather use it as a threat to force submission of the being. Each round of reading will cause the being forced to listen to be a cumulative 25% likely to concede even without any other offerings or payment.

Stone To Flesh (Alteration) Reversible

Level: 6
 Range: 1"/level
 Duration: Permanent
 Area of Effect: One creature

Components: V, S, M
 Casting Time: 6 segments
 Saving Throw: Special

Explanation/Description: The *stone to flesh* spell turns any sort of stone into flesh — if the recipient stone object was formerly living, it will restore life (and goods), although the survival of the creature is subject to the usual system shock survival dice roll. Any formerly living creature, regardless of size, can be thus returned to flesh. Ordinary stone can be likewise turned to flesh at a volume of 9 cubic feet per level of experience of the spell caster. The reverse will turn flesh of any sort to stone, just as the *stone to flesh* spell functions. All possessions on the person of the creature likewise turn to stone. This reverse of the spell will require a saving throw be allowed the intended victim. The material components of the spell are a pinch of earth and a drop of blood; lime and water and earth are used for the reverse.

Tenser's Transformation (Alteration-Evocation)

Level: 6
Range: 0
Duration: 1 round/level
Area of Effect: Personal

Components: V, S, M
Casting Time: 6 segments
Saving Throw: None

Explanation/Description: *Tenser's Transformation* is a sight guaranteed to astound any creature not aware of its power, for when the magic-user casts the *dweomer*, he or she undergoes a startling transformation. The size and strength of the magic-user increase to heroic proportions, so he or she becomes a formidable fighting machine, for the spell causes the caster to become a berserk fighter! The magic-user's hit points double, and all damage he or she sustains comes first from the magical points gained; so if damage does not exceed original hit points, none is actually taken, but if damage beyond the additional amount is sustained, each point counts as 2 (double damage). The armor class of the magic-user is a full 4 factors better than that he or she possessed prior to casting the spell (AC 10 goes to 6, AC 9 to 5, AC 8 to 4, etc.), all attacks are at a level equal to those of a fighter of the same level as the magic-user (i.e., the spell caster uses the combat table normally restricted to fighters), and although he or she can employ a dagger only in attacking, damage inflicted by the weapon is at +2 additional hit points, and 2 such attacks per round are made by the magic-user. However, it is worth noting that this spell must run its full course, and the magic-user will continue attacking until all opponents are slain, he or she is killed, the magic is dispelled, or the *Transformation* duration expires. The material component for casting this *dweomer* is a potion of *heroism* (or *superheroism*) which the magic-user must consume during the course of uttering the spell.

Transmute Water to Dust (Alteration) Reversible

Level: 6
Range: 6"
Duration: Permanent
Area of Effect: 1 cubic " per level of caster

Components: V, S, M
Casting Time: 6 segments
Saving Throw: None (& special)

Explanation/Description: This spell is identical to the 6th-level druid spell of the same name, except as noted above. The magic-user does not need mistletoe as a material component.

Explanation/Description: When this spell is cast, the subject area instantly undergoes a change from liquid to powdery dust. Note that if the water is already muddy, the area of effect will be expanded to double normal, while if wet mud is concerned the area of effect will be quadrupled. If water remains in contact with the transmuted dust, the former will quickly permeate the latter, turning the dust into silty mud if a sufficient quantity of water exists to do so, otherwise soaking or dampening the dust accordingly.

Only liquid actually existing in the area of effect at the moment of spell casting is affected. Liquids which are only partially water will be affected insofar as the actual water is concerned, except that potions which contain water as a component part will be rendered useless. Living creatures are unaffected, except for those native to the Elemental Plane of Water. Such creatures receive a saving throw versus spell to escape the effect, and only one such creature can be affected by any single casting of this spell, regardless of the creature's size or the size of the spell's area of effect. The reverse of the spell is simply a very high-powered *create water* spell which requires a pinch of normal dust as an additional material component. For either usage of the spell, other components required are diamond dust of at least 500 gp value, a bit of seashell, and the druid's mistletoe.

Seventh Level Spells:**Banishment** (Abjuration - Evocation)

Level: 7
Range: 2"
Duration: Permanent
Area of Effect: 2 levels/HD of creature(s) per level of caster

Components: V, S, M
Casting Time: 7 segments
Saving Throw: Special

Explanation/Description: A *banishment* spell enables the caster to force some creature from another plane to return to its own abode. The effect is instantaneous, and the subject cannot come back without some special summoning or means of egress from its own plane to the one from which it was banished. More than one creature can be forced into magical *banishment*, providing the spell caster is of sufficient strength (levels of experience) to do so, and providing that the potential subjects are within range of the spell. The spell requires that the magic-user both name the type of creature(s) to be sent away, give its true and proper name as well, and call upon powers opposed to the creature(s). In any event, the target creature's magic resistance must be defeated for the spell to be effective.

The material components of the spell are substances harmful, hateful, and/or opposed to the nature of the subject(s) of the *dweomer*. For every such substance included in the casting, a subject creature loses -2 from the dice rolled to determine its save versus spell. For example, if iron, holy water, sunstone, and a sprig of rosemary were used in casting a *banishment* upon a demon, its saving throw versus the spell would be made at -8 (four substances times the factor of 2). Special items, such as hair from the tail of a ki-rin, or couatl feathers, could also be added to bring the factor up to -3 or -4 per such item. In contrast, a devil's scale or titan's hair, or mistletoe blessed by a druid might lower the factor to -1 with respect to a demon. If the subject creature makes its saving throw versus the spell, the caster will be stung by a backlash of energy, take 2-12 points of damage, and be stunned for 2-12 segments.

Note: If the powers called upon when casting the *banishment* spell are directly and actively opposed to the creature(s) to be banished, or if they are favorably and actively concerned with the interests of the spell caster, these powers can augment the efficacy of the spell components by from -1 (least concerned) to -6 (most concerned). Specifics of this effect are left up to the judgement of the referee.

Bigby's Grasping Hand (Evocation)

Level: 7
Range: 1"/level
Duration: 1 round/level
Area of Effect: Special

Components: V, S, M
Casting Time: 7 segments
Saving Throw: None

Explanation/Description: *Bigby's Grasping Hand* is a superior version of the sixth level *Bigby's Forceful Hand* spell (q.v.), being like it in many ways. The *Grasping Hand* can actually hold motionless a creature or object of up to 1,000 pounds weight, or move creatures as a double strength *Forceful Hand*. The material component is a leather glove.

Cacodemon (Conjuration/Summoning)

Level: 7
 Range: 1"
 Duration: Special
 Area of Effect: Creature summoned

Components: V, S, M
 Casting Time: Special
 Saving Throw: Special

Explanation/Description: This perilous exercise in *dweomercraeft* summons up a powerful demon of type IV, V, or VI, depending upon the demon's name being known to the magic-user. Note that this spell is not of sufficient power to bring a demon of greater power, and lesser sorts are not called as they have no known names. In any event, the spell caster must know the name of the type IV, V, or VI demon he or she is summoning. As the spell name implies, the demon so summoned is most angry and evilly disposed. The spell caster must be within a circle of protection (or a thaumaturgic triangle with protection from evil) and the demon confined within a pentagram (circled pentacle) if he or she is to avoid being slain or carried off by the summoned cacodemon. The summoned demon can be treated with as follows:

- 1) The magic-user can require the monster to perform a desired course of action by force of threat and pain of a *spiritwrack* spell (q.v.), allowing freedom whenever the demon performs the full extent of the service, and forcing the demon to pledge word upon it. This is exceedingly dangerous, as a minor error in such a bargain will be seized upon by the monster to reverse the desired outcome or simply to kill and devour the summoner. Furthermore, the demon will bear great enmity for the magic-user forever after such forced obedience, so the spell caster had better be most powerful and capable.
- 2) By tribute of fresh human blood and the promise of 1 or more human sacrifices, the summoner can bargain with the demon for willing service. Again, the spell caster is well advised to have ample protection and power to defend himself or herself, as the demon might decide the offer is insufficient — or it is easier to enjoy the summoner's slow death — and decide not to accept the bargain as offered. Although the demon will have to abide by a pledge, as his name is known, he will have to hold only to the exact word of the arrangement, not to the spirit of the agreement. On the other hand, only highly evil magic-users are likely to attempt to strike such a bargain, and the summoned cacodemon might be favorably disposed towards such a character, especially if he or she is also chaotic.
- 3) The summoned demon can be the object of a *trap the soul* spell (q.v.). In this case, the magic-user will not speak with or bargain for the demon's services, although the cacodemon might be eager to reach an accord with the *dweomercraeft* before he is forced into imprisonment. The trapping of the demon is risky only if proper precautions have not been taken, for failure to confine the monster usually means only that it is able to escape to its own plane. Once trapped, the demon must remain imprisoned until the possessor of his object of confinement breaks it and frees him, and this requires one service from the now loosed monster. If the individual(s) freeing the demon fails to demand a service when the monster asks what is required of him, the demon is under no constraint not to slay the liberator(s) on the spot, but if a service is required, the creature must first do his best to perform it and then return to the Abyss.

The duration of service of any demon must be limited unless the demon is willing to serve for an extended period. Any required course of action or service which effectively requires an inordinate period of time to perform, or is impossible to perform, is 50% likely to free the demon from his obligations and enable him to be unconstrained in his vengeance upon the spell caster if he or she is not thereafter continually protected, for a demon so freed can remain on the plane it was summoned to for as long as 666 days.

The demon summoned will be exceptionally strong, i.e. 8 hit points per hit die.

Casting time is 1 hour per type (numeric) of the demon to be summoned. If there is any interruption during this period, the spell fails. If there is an interruption while the cacodemon is summoned, it is 10% probable that it will be able to escape its boundaries and attack the magic-user, this percentage rising cumulatively each round of continued interruption.

Each demon is entitled to a saving throw versus this summoning spell. If a score higher than the level of the magic-user summoning is rolled with 3d6 (2d10 with respect to type VI demons), that particular spell failed to bring the desired demon. When this occurs, it is certain that the named demon is imprisoned or destroyed or the name used was not perfectly correct, so the spell caster will have to call upon another name to bring forth a cacodemon.

The components of this spell are 5 flaming black candles; a brazier of hot coals upon which must be burned sulphur, bat hairs, lard, soot, mercuric-nitric acid crystals, mandrake root, alcohol, and a piece of parchment with the demon's name inscribed in runes inside a pentacle; and a dish of blood from some mammal (preferably a human, of course) placed inside the area where the cacodemon is to be held.

Charm Plants (Enchantment/Charm)

Level: 7
 Range: 3"
 Duration: Permanent
 Area of Effect: Special

Components: V, S, M
 Casting Time: 1 turn
 Saving Throw: Neg.

Explanation/Description: The *charm plants* spell allows the spell caster to bring under command vegetable life forms, communicate with them, and these plants will obey instructions to the best of their ability. The spell will *charm plants* in a 3" X 1" area. While the spell does not endow the vegetation with new abilities, it does allow the magic-user to command the plants to use whatever they have in order to fulfill his or her instructions, and if the plants in the area of effect do have special or unusual abilities, these will be used as commanded by the magic-user. The saving throw applies only to intelligent plants, and it is made at -4 on the die roll. The material components of the spell are a pinch of humus, a drop of water and a twig or leaf.

Delayed Blast Fire Ball (Evocation)

Level: 7
 Range: 10" + 1"/level
 Duration: Special
 Area of Effect: 2" radius globe

Components: V, S, M
 Casting Time: 7 segments
 Saving Throw: ½

Explanation/Description: This spell creates a *fire ball* with +1 on each of its dice of damage, and it will not release its blast for from 1 to 50 segments (1/10 to 5 rounds), according to the command upon casting by the magic-user. In other respects, the spell is the same as the third level *fire ball* spell (q.v.).

Drawmij's Instant Summons (Conjuration/Summoning)

Level: 7
 Range: Infinite + special
 Duration: Instantaneous
 Area of Effect: One small object

Components: V, S, M
 Casting Time: 1 segment
 Saving Throw: None

Explanation/Description: When this spell is cast, the magic-user teleports some desired item from virtually any location directly to his or her hand. The object must be singular, can be no larger than a sword is long, have no more mass and weight than a shield (about 75 g.p. weight), and it must be non-living. To prepare this spell, the magic-user must hold a gem of not less than 5,000 g.p. value in his or her hand and utter all but the final word of the conjuration. He or she then must have this same gem available to cast the spell. All that is then required is that the magic-user utter the final word while crushing the gem, and the desired item is transported instantly into the spell caster's right or left hand as he or she desires. The item must, of course, have been previously touched during the initial incantation and specifically named, and only that particular item will be summoned by the spell. If the item is in the possession of another creature, the spell will not work, but the caster will know who the possessor is and roughly where he, she, or it is located when the summons is cast. Items can be summoned from other planes of existence, but only if such items are not in the possession (not necessarily physical grasp) of another creature. For each level of experience above the 14th, the magic-user is able to summon a desired item from 1 plane further removed from the plane he or she is upon at the time the spell is cast, i.e. 1 plane at 14th level, but 2 at 15th, 3 at 16th, etc. Thus, a magic-user of 16th level could effect the spell even if the item desired was on the second layer of one of the outer planes, but at 14th level the magic-user would be able to summon the item only if it were on one of the Elemental Planes or the Astral or the Ethereal Plane.

Duo-Dimension (Alteration)

Level: 7
 Range: 0
 Duration: 3 rounds + 1 round/level
 Area of Effect: Personal

Components: V, S, M
 Casting Time: 7 segments
 Saving Throw: None

Explanation/Description: A *duo-dimension* spell causes the caster to have only two dimensions, height and width but no depth. He or she is thus invisible when a sideways turn is made, and this invisibility can only be detected by means of a *true seeing* spell or similar means. In addition, the *duo-dimensional* magic-user can pass through the thinnest of spaces as long as they have the proper height according to his or her actual length — going through the space between a door and its frame is a simple matter. The magic-user can perform all actions on a normal basis. He or she can turn and become invisible, move in this state, and appear again next round and cast a spell, disappearing on the following round. Note that when turned the magic-user cannot be affected by any form of attack, but when visible he or she is subject to triple the amount of damage normal for an attack form, i.e. a dagger thrust would inflict 3-12 hit points of damage if it struck a *duo-dimensional* magic-user. Furthermore, the magic-user has a portion of his or her existence on the Astral Plane when the spell is in effect, and he or she is subject to possible notice from creatures thereupon. If noticed, it is 25% probable that the magic-user will be entirely brought to the Astral Plane by attack from the astral creature.

The material components of this spell are a thin, flat ivory likeness of the spell caster (which must be of finest workmanship, gold filigreed, and enameled and gem-studded at an average cost of 5,000 to 10,000 g.p.) and a strip of parchment. As the spell is uttered, the parchment is given a half twist and joined at the ends. The figurine is then passed through the parchment loop, and both disappear forever.

Forcecage (Evocation)

Level: 7
 Range: 1" per 2 levels
 Duration: 6 turns + 1/level
 Area of Effect: 2" cube

Components: V, S + *special*
 Casting Time: 3-4 segments
 Saving Throw: None

Explanation/Description: This powerful spell enables the caster to bring into being a *cube of force*, but it is unlike the magic item of that name in one important respect: The *forcecage* does not have solid walls of force; it has alternating bands of force with 1/2' gaps between. Thus, it is truly a cage rather than an enclosed space with solid walls. Creatures within the area of effect of the *dweomer* are caught and contained unless they are able to pass through the openings — and of course all spells and breath weapons can pass through the gaps in the bars of force of the *forcecage*. Furthermore, creatures with a magic resistance can apply that resistance in a single attempt to pass through the walls of the cage. If resistance fails, then the creature in question is caged. Regardless of success, any and all other creatures also in the area of effect of the spell are trapped unless they also have magic resistance which allows them to escape. The *forcecage* is also unlike the solid-walled protective device, *cube of force*, in that it can be gotten rid of only by means of a *dispel magic* spell or by expiration of the *dweomer*.

By means of special preparation at the time of memorization, a *forcecage* spell can be altered to a *forcecube* spell. *Forcecube* has one-eighth the area of effect (a cube 1" on a side), and the *dweomer* then resembles the magic of a *cube of force* in all respects except for the differences between a cast spell and the magic of a device, including the methods of defeating its power.

Although the actual casting of either application of the spell requires no material component, the study of the spell required to commit it to memory does demand that the magic-user powder a diamond of at least 1,000 gp value, using the diamond dust to trace the outlines of the cage or cube he or she desires to create via spell casting at some later time. Thus, in memorization, the diamond dust is employed and expended, for upon completion of study, the magic-user must then toss the dust into the air and it will disappear.

**Limited Wish** (Conjuration/Summoning)

Level: 7
 Range: Unlimited
 Duration: Special
 Area of Effect: Special

Components: V
 Casting Time: Special
 Saving Throw: Special

Explanation/Description: A *limited wish* is a very potent but difficult spell. It will fulfill literally, but only partially or for a limited duration, the utterance of the spell caster. Thus, the actuality of the past, present or future might be altered (but possibly only for the magic-user unless the wording of the *limited wish* is most carefully stated) in some limited manner. The use of a *limited wish* will not substantially change major realities, nor will it bring wealth or experience merely by asking. The spell can, for example, restore some hit points (or all hit points for a limited duration) lost by the magic-user. It can reduce opponent hit probabilities or damage, it can increase duration of some magical effect, it can cause a creature to be favorably disposed to the spell caster, and so on (cf. *wish*). The *limited wish* can possibly give a minor clue to some treasure or magic item. Greedy desires will usually end in disaster for the wisher. Casting time is the actual number of seconds — at six per segment — to phrase the *limited wish*.

Mass Invisibility (Illusion/Phantasm)

Level: 7
 Range: 1"/level
 Duration: Special
 Area of Effect: Special

Components: V, S, M
 Casting Time: 7 segments
 Saving Throw: None

Explanation/Description: This is the same as an *invisibility* spell (q.v.) except that it can hide creatures in a 3" X 3" area, up to 300 to 400 man-sized creatures, 30 to 40 giants, or 6 to 8 large dragons.

Monster Summoning V (Conjuration/Summoning)

Level: 7
 Range: 7"
 Duration: 6 rounds + 1 round/level
 Area of Effect: Special

Components: V, S, M
 Casting Time: 6 segments
 Saving Throw: None

Explanation/Description: This spell summons 1-2 fifth level monsters, and they will appear in 1-3 rounds. See *monster summoning I* for other details.

Mordenkainen's Magnificent Mansion (Alteration/Conjuration)

Level: 7
 Range: 1"
 Duration: 1 hour/level
 Area of Effect: 300 sq. ft. per level of caster

Components: V, S, M
 Casting Time: 7 rounds
 Saving Throw: None

Explanation/Description: By means of this spell, the magic-user conjures up an extra-dimensional dwelling, entrance to which can be gained only at a single point of space on the plane from which the spell was cast. From the entry point, those creatures observing the area will see only a faint shimmering in the air, an area of some 4' in

width and 8' in height. The caster of the spell controls entry to the *mansion*, and the portal is shut and made invisible behind him when he enters. He may open it again from his own side at will. Once observers have passed beyond the entrance, they will behold a magnificent foyer and numerous chambers beyond. The place will be furnished and contain sufficient foodstuffs to serve a nine-course banquet to as many dozens of people as the spell caster has levels of experience. There will be a staff of near-transparent servants, liveried and obedient, there to wait upon all who enter. The atmosphere and temperature will be clean, fresh, and warm.

Since the place can be entered only through its special portal, outside conditions do not affect the *mansion*, nor do conditions inside it pass to the plane beyond. Rest and relaxation within the place is normal, but the food is not. It will seem excellent and be quite filling as long as one is within the place. Once outside, however, its effects disappear immediately, and ravenous hunger will strike unless the individuals actually ate normal food. For each imaginary meal eaten inside the *mansion*, the individual must spend 1 hour sitting and eating normal fare. Failure to do so means that he or she has lost as many points of strength as he or she ate meals when in the mansion-like space. Such strength loss is restorable upon eating as noted, but this must be done within 6 hours or the loss of strength will be permanent. The components for this spell are a miniature portal carved from ivory, a small piece of polished marble, and a tiny silver spoon. These are utterly destroyed when the spell is cast.

(It is worth mentioning that this spell has been used in conjunction with a normal portal, as well as with *illusion* magic. There is evidence that the design and interior of the space created can be altered to suit the caster's wishes.)

Mordenkainen's Sword (Evocation)

Level: 7
Range: 3"
Duration: 1 round/level
Area of Effect: Special

Components: V, S, M
Casting Time: 7 segments
Saving Throw: None

Explanation/Description: Upon casting this spell, the magic-user brings into being a shimmering sword-like plane of force. The spell caster is able to mentally wield this weapon (to the exclusion of activities other than movement), causing it to move and strike as if it were being used by a fighter. The basic chance for Mordenkainen's Sword to hit is the same as the chance for a sword wielded by a fighter of one-half the level of the spell caster, i.e. it cast by a 14th level magic-user, the weapon has the same hit probability as a sword wielded by a 7th level fighter. The sword has no magical "to hit" bonuses, but it can hit any sort of opponent, even those normally struck only by +3 weapons or astral, ethereal or out of phase; and it will hit any armor class on a roll of 19 or 20. It inflicts 5-20 hit points on opponents of man-size or smaller, and 5-30 on opponents larger than man-sized. It can be used to subdue. It lasts until the spell duration expires, a *dispel magic* is used successfully upon it, or its caster no longer desires it. The material component is a miniature platinum sword with a grip and pommel of copper and zinc which costs 500 g.p. to construct, and which disappears after the spell's completion.

Phase Door (Alteration)

Level: 7
Range: Touch
Duration: 1 usage/2 levels
Area of Effect: Special

Components: V
Casting Time: 7 segments
Saving Throw: None

Explanation/Description: When this spell is cast, the magic-user attunes his or her body, and a section of wall is affected as if by a *passwall* spell (q.v.). The phase door is invisible to all creatures save the spell caster, and only he or she can use the space or passage the spell creates, disappearing when the phase door is entered, and appearing when it is exited. The phase door lasts for 1 usage for every 2 levels of experience of the spell caster. It can be dispelled only by a casting of *dispel magic* from a higher level magic-user, or by several lower level magic-users, casting in concert, whose combined levels of experience are more than double that of the magic-user who cast the spell.

Power Word, Stun (Conjuration/Summoning)

Level: 7
Range: 1/2"/level
Duration: Special
Area of Effect: One creature

Components: V
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: When a power word, *stun* is uttered, any creature of the magic-user's choice will be stunned — reeling and unable to think coherently or act — for 2 to 8 (2d4) melee rounds. Of course, the magic-user must be facing the creature, and it must be within the spell caster's range of 1/2" per level of experience. Creatures with 1 to 30 hit points will be stunned for 4-16 (4d4) rounds, those with 31 to 60 hit points will be stunned for 2 to 8 (2d4) rounds, those with 61 to 90 hit points will be stunned for 1 to 4 (d4) rounds, and creatures with over 90 hit points will not be affected. Note that if a creature is weakened due to any cause so that its hit points are below the usual maximum, the current number of hit points possessed will be used.

Reverse Gravity (Alteration)

Level: 7
Range: 1/2"/level
Duration: 1 segment
Area of Effect: 3" X 3" square area

Components: V, S, M
Casting Time: 7 segments
Saving Throw: None

Explanation/Description: This spell reverses gravity in the area of effect, causing all unfixed objects and creatures within it to "fall" upwards. The reverse gravity lasts for 1 second (1/6 segment) during which time the objects and creatures will "fall" 16' up. If some solid object is encountered in this "fall", the object strikes it in the same manner as a normal downward fall. At the end of the spell duration, the affected objects and creatures fall downwards. As the spell affects an area, objects tens, hundreds or even thousands of feet in the air can be affected. The material components of this spell are a lodestone and iron filings.

Sequester (Illusion/Phantasm - Abjuration)

Level: 7
Range: Touch
Duration: 1 week + 1 day/level
Area of Effect: 2' cube per level of caster

Components: V, S, M
Casting Time: 1 round
Saving Throw: Special

Explanation/Description: When cast, this spell not only prevents detection and location spells from working to detect or locate the objects affected by the *sequester* spell, it also renders the affected object(s) invisible to any form of sight or seeing. Thus, a *sequester* spell can mask a secret door, a treasure vault, or whatever. Of course, it does not render the subject proof from tactile discovery or from devices such as a *robe of eyes* or a *gem of seeing*. If cast upon a creature not desiring to be affected and able to resist and avoid the spell, a normal saving throw versus spell is given. Living creatures (and even undead types) affected by a *sequester* spell become comatose and are kept effectively in a state of suspended animation until the spell wears off or is dispelled. The material components of the spell are basilisk eyelash, gum arabic, and a dram of whitewash.

MAGIC USER SPELLS, 7TH LEVEL

Simulacrum (Illusion/Phantasm)

Level: 7
Range: Touch
Duration: Permanent
Area of Effect: One creature

Components: V, S, M
Casting Time: Special
Saving Throw: None

Explanation/Description: By means of this spell the magic-user is able to create a duplicate of any creature. The duplicate appears exactly the same as the real. There are differences: the *simulacrum* will have only 51% to 60% (50% + 1% to 10%) of the hit points of the real creature, there will be personality differences, there will be areas of knowledge which the duplicate does not have, and a *detect magic* spell will instantly reveal it as a *simulacrum*, as will a *true seeing* spell. At all times the *simulacrum* remains under the absolute command of the magic-user who created it, although no special telepathic link exists, so command must be exercised in the normal manner. The spell creates the form of the creature, but it is only a zombie-like creature. A *reincarnation* spell must be used to give the duplicate a vital force, and a *limited wish* spell must be used to empower the duplicate with 40% to 65% (35% + 5% to 30%) of the knowledge and personality of the original. The level, if any, of the *simulacrum*, will be from 20% to 50% of the original creature. The duplicate creature is formed from ice or snow. The spell is cast over the rough form, and some piece of the creature to be duplicated must be placed inside the snow or ice. Additionally, the spell requires powdered ruby. The *simulacrum* has no ability to become more powerful, i.e. it cannot increase its levels or abilities.

Statue (Alteration)

Level: 7
Range: Touch
Duration: 6 turns/level
Area of Effect: Creature touched

Components: V, S, M
Casting Time: 7 segments
Saving Throw: Special

Explanation/Description: When a *statue* *dweomer* is cast, the magic-user or other creature is apparently turned to solid stone, along with any garments and equipment worn or carried. The initial transformation from flesh to stone requires 1 full round after the spell is cast. Thereafter the creature can withstand any inspection and appear to be a stone statue, although a faint magic will be detected from the stone if it is checked for. Despite being in this condition, the petrified individual can see, hear, and smell normally. Feeling is only as acute as that which will actually affect the granite-hard substance of the individual's body, i.e. chipping is equal to a slight wound, but breaking off one of the statue's arms is another matter. The individual under the magic of a *statue* spell can return to normal state in 1/6 of a segment, and then return to *statue* state in the same period if he or she so desires, as long as the spell duration is in effect. During the initial transformation from flesh to stone, the creature must make a saving throw of 82% or less, with -1 deducted from the dice roll score for each point of his or her constitution score, so an 18 constitution indicates certain success. Failure indicates system shock and resultant death. The material components of this spell are lime, sand, and a drop of water stirred by an iron bar such as a nail or spike.

Teleport Without Error (Alteration)

Level: 7
Range: Touch
Duration: Instantaneous
Area of Effect: Special

Components: V
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: This spell is similar to a *teleport* spell. The caster is able to transport himself or herself, along with the material weight noted for a *teleport* spell, to any known location on his or her home plane — with no chance for error. The spell also enables the caster to travel to other planes of existence, but any such plane is, at best, "Studied carefully." This assumes that the caster has, in fact, actually been to the plane and carefully perused an area so that it could later be used as a destination for *teleportation without error*. The table for *teleport* is used for teleporting to other planes, with the appropriate knowledge of the plane to which transportation is desired used to determine chance of error. (Exception: See 9th-level magic-user spell *succor*, described hereafter.) The caster can do nothing else in the round that he or she appears from a teleport.

Torment (Evocation - Alteration)

Level: 7
Range: 1"
Duration: Special
Area of Effect: One creature

Components: V, S, M
Casting Time: 1 round
Saving Throw: Special

Explanation/Description: When this spell is cast, the magic-user seeks to force submission and obedience from a captive creature from another plane from whom a service is being demanded (also see *dolor* and *ensnarement* spells herein). The initial uttering of the spell causes a link from the caster to the captive creature bound in a magic circle, thaumaturgic triangle, or pentagram. (An intended victim of this spell must fail a magic resistance check, if applicable, for the *torment* to have any effect.) Thereafter, the magic-user continues to read the balance of the specially prepared writing, and each round this continues, the captive feels progressively worse — discomfort and then pain. The first two rounds bring *twinges*, the third and fourth rounds of reading bring *shooting pains*, and the fifth and sixth rounds of reading cause *aches* and then *cramps*.

The creature refusing to submit to the performance of a service is given a straight saving throw versus spell, adjusted each round for the intensity of the *dweomer* to be affected by it. The save in the first round is made at -1 to the die roll, the second at -2, the third at -3, the fourth at -4, and the fifth and sixth at -6 and -8 respectively. Failing the saving throw indicates the creature has agreed to the mage's demands. There is no penalty following round 8 in any event.

The effects of the *torment* will have an effect on the creature should it break loose. The creature is -1 on initiative for every 2 rounds the spell has been in effect, up to a maximum penalty of -4 on round 8. In addition, the creature is -1 to hit and -1 per die of damage after 3 rounds of the spell, this increasing by -1 per round to -4 in round 6, then decreasing again to -1 in round 9.

It is likely that any intelligent creature with low moral standards will submit once it realizes the nature of the spell it is being subjected to. Naturally, this does not cause the creature to feel anything other than immense hatred for the magic-user. The forced service will be carried out to the letter, as is the case with all such agreements, but the creature will most certainly seek whatever revenge it can.

Preparation for the casting of a *torment* spell requires either the secret name for the type of creature or its given name to be inscribed in the text of the incantation. The caster must also identify himself or herself. This establishes the link and allows the *dweomer* to be efficacious. However, for every 1 point of intelligence of the creature above that of the spell caster, there is a 1% chance that the captive creature will gain control, draw the caster into the confines of its prison, and carry him or her off to its own plane and whatever fate is thus decreed. If the magic-user is interrupted or distracted during the reading, there is a 5% chance per point of intelligence of the captive creature that it will gain control.

The material component of the spell is the aforementioned "specially prepared writing" (in the form of a scroll). Its special inks will require an expenditure of not less than 1,000 gp per hit die of the creature to be affected by the *dweomer* of the spell.



Truename (Enchantment/Alteration)

Level: 7
 Range: 3"
 Duration: *Special*
 Area of Effect: *Thing named*

Components: V, S
 Casting Time: *Special*
 Saving Throw: *Neg.*

This spell enables the magic-user to have great power over any living thing which has a name, generic or individual, known to the spell caster. Naturally, most *true* names are not known (even by the creatures themselves), for the common names of most things are not their true and secret names. True names are discovered through hard work, spying, extensive use of *legend lore* and *sagecraft* (at the most difficult levels). The casting of a *truename* spell requires the magic-user to call out the true name of the subject and then begin a recitation of verse which encompasses the nature and/or history of the subject. This will require 3 segments. Thereafter, still in verse (and preferably rhyming or near-rhyming), the caster must describe the desired result of the *truename* spell. Each possible result differs in the length of time necessary to effectuate it:

Multiple Suggestion: The verses can contain from 1 to 4 *suggestion* powers, just as if each were a spell. Each verse requires 1 segment to recite. (See *suggestion* spell.) In a total of 7 segments (including the time for the initial reading), 4 *suggestions* can be made.

Weakness and Surrender: The verses recited cause actual loss of 1 point of strength (-1 to hit and damage, -1 on movement rate) for each segment of recitation. With the loss of each point of strength, the subject must save versus paralyzation or meekly surrender. Each verse must continue for 1 segment. Strength loss is recovered in from 2-8 rounds after the recitation ceases, and with recovery of strength the subject regains its will to resist.

Polymorph: The verses can cause the subject to change into something else, just as if a *polymorph any object* spell had been cast. No system shock saving throw is needed. The length of time in verses (1 segment per verse) to cause the *polymorph* depends on how radical the change:

mineral to animal = 10 verses
 mineral to vegetable = 9 verses
 vegetable to animal = 8 verses
 monster to normal = 7 verses
 monster to monster = 6 verses
 other to human = 5 verses
 animal to animal = 4 verses
 vegetable to vegetable = 3 verses
 mineral to mineral = 2 verses

The reverse of the preceding cases also holds. In cases not stated, the DM is to use the closest stated case as a guide. The subject returns to its natural form in time. Duration is 6 turns per level of the spell caster minus 1 turn for every verse required to effect the *polymorph*. The subject will think and behave exactly as a non-polymorphed thing of the same type, but have its original hit points.

Transport: When the *transport* verses are recited, the subject will be *teleported without error* or otherwise moved to some other place. The number of verses required depends on the location of the *transport*:

same plane/100 mile range = 4 verses
 same plane/500 mile range = 5 verses
 same plane/2,000 mile range = 6 verses
 one plane/world removed = 7 verses
 two planes/worlds removed = 8 verses

The subject will automatically be altered so as to be able to physically survive the normal conditions of the place to which it is sent. There is no saving throw if the subjects are willing, even if they have a magic resistance.

If at any time during the recitation of the spell the caster is interrupted, the magic fails and the spell is lost.

Vanish (Alteration)

Level: 7
 Range: *Touch*
 Duration: *Special*
 Area of Effect: *Special*

Components: V
 Casting Time: 2 segments
 Saving Throw: *None*

Explanation/Description: When the magic-user employs this spell, he or she causes an object to *vanish*. The magic-user can cause the object to be *teleported* (see *teleport* spell) if it weighs up to a maximum of 500 g.p. per level of experience of the spell caster, i.e. a 14th level magic-user can *vanish* and cause to *reappear* at his or her desired location 7000 g.p. weight. Greater objects can be made to *vanish*, but they are simply placed into the *ethereal* plane and replaced with stone. Thus, a door can be made to disappear, and it will be replaced by a stone wall of 1' thickness, or equal in thickness to the door, whichever is greater. The maximum volume of material which can be affected is 3 cubic feet per level of experience. Thus, both weight and volume limit the spell. A *dispel magic* which is successful will bring back vanished items from the *ethereal* plane.

Volley (Abjuration)

Level: 7
 Range: *Special*
 Duration: *Special*
 Area of Effect: *Special*

Components: V, S, M
 Casting Time: 1 segment
 Saving Throw: *Special*

Explanation/Description: This highly dangerous *dweomer* enables the prospective recipient of a spell to turn the casting back upon its sender. Thus, the range, duration, area of effect, and saving throw of this spell depend upon circumstances and the spell being *volleyed*. Assume that a *power word kill* is cast at a magic-user prepared with a *volley* spell. The *volley* has been cast also, so that when the *power word kill* is aimed at the target, the *volley* causes the spell to bounce back upon its caster. Then, if the caster of the first spell fails to make a saving throw versus spell, the *power word kill* works upon its caster rather than its intended target. However, if the original caster does save versus spell, the spell once again flies toward the original target. The caster of the *volley* spell must then save versus spell, or be affected by the attack. Again, if the caster of the *volley* spell saves, then the spell is returned to its originator, who must again save or be affected. The spell will be sent back and forth until one or the other fails to save, or until the spell loses its power. The entire spell is *volleyed*, such that if a *lightning bolt* were to start 10 feet before the *volleying* magic-user, the full spell would be returned, leaving others in the *volleying* party unscathed. Each exchange will take a single second. A spell will lose power if it passes through a number of exchanges equal to its level, counting each *volley*, but not the original casting, as half of a single exchange; i.e., a 1st-level spell will be cast, *volleyed* the first time, (perhaps) return *volleyed*, and then will dissipate; a 2nd-level spell would go through four *volley* portions (two complete exchanges) before being exhausted; and so on. The material component is a bit of bent willow or other flexible wood, crisscrossed with specially prepared strands of gut.

Eighth Level Spells:**Antipathy/Sympathy (Enchantment/Charm)**

Level: 8
Range: 3"
Duration: 12 turns/level
Area of Effect: Special

Components: V, S, M
Casting Time: 6 turns
Saving Throw: Special

Explanation/Description: This spell allows the magic-user to set up certain vibrations which will tend to either repel or attract a specific type of living, intelligent creature or characters of a particular alignment. The magic-user must decide which effect is desired with regard to what creature or alignment type before beginning the dweomercrafting, for the components of each application differ. The spell cannot be cast upon living creatures.

Antipathy: This dweomer causes the affected creature or alignment type to feel an overpowering urge to leave the area or not touch the affected item. If a saving throw versus magic is successful, the creature may stay/touch the item, but the creature will feel very uncomfortable, and a persistent itching will cause it to suffer the loss of 1 point of dexterity per round the area or item is remained in or touched, subject to a maximum of 4 points. Failure to save versus magic forces the creature/alignment type to abandon the magicked area or item, shunning it permanently and never willingly enter/touch it until the spell is removed or expires. The material component for this application of the spell is a lump of alum soaked in vinegar.

Sympathy: By casting the sympathy application of the spell, the magic-user can cause a particular type of creature or alignment of character to feel elated and pleased to be in an area or with the prospect of touching or possessing an object or item. The desire to stay in the area or touch/possess the magicked object/item will be overpowering, and unless a saving throw versus magic is made, the creature or character will stay or refuse to release the object. If the saving throw is successful, the creature or character is released from the enchantment, but a subsequent saving throw must be made from 1-6 turns later, and if this one fails, the affected creature will return to the area or object. The material components of this spell are 1,000 g.p. worth of crushed pearls and a drop of honey.

Note that the particular kind of creature to be affected must be named specifically, i.e. red dragons, hill giants, wererats, lammasu, catoblepas, vampires, etc. Likewise, the specific alignment type for characters must be named, i.e. chaotic evil, chaotic good, lawful neutral, neutral, etc.

If this spell is cast upon an area, a 10' per side cube can be magicked per level of experience of the magic-user. If an object or item is magicked, only that single thing can be enchanted, but affected creatures/characters save versus the magic thereon at -2.

Bigby's Clenched Fist (Evocation)

Level: 8
Range: 1/2"/level
Duration: 1 round/level
Area of Effect: Special

Components: V, S, M
Casting Time: 8 segments
Saving Throw: None

Explanation/Description: Bigby's Clenched Fist spell brings forth a huge, disembodied hand which is balled into a fist. This magical member is under the mental control of the spell caster, and he or she can cause it to strike an opponent each round. No other spell casting or magical activity may be undertaken for the duration of the spell. The Clenched Fist never misses, but the effectiveness of its blow varies from round to round.

Die Roll	Result
1-12	glancing blow — 1 to 6 hit points
13-16	solid punch — 2 to 12 hit points
17-19	hard punch — 3 to 18 hit points and opponent is stunned next round
20	crushing blow — 4 to 24 hit points and opponent is stunned for next 3 rounds

Note: Any stunned opponent allows the magic-user to add +4 to his or her die roll to determine how well the fist strikes, as the opponent is not capable of dodging or defending against the attack effectively. (This spell can be used with any of the other Hand spells of the Archmage Bigby.) The material component of this spell is a leather glove and a small device consisting of four rings joined so as to form a slightly curved line, with an "I" upon which the bottoms of the rings rest, the whole fashioned of an alloyed metal of copper and zinc. The Fist is destroyed by damage equal to the hit points of its caster being inflicted upon it.

Binding (Enchantment - Evocation)

Level: 8
Range: 1"
Duration: Special
Area of Effect: One creature

Components: V, S, M
Casting Time: Special
Saving Throw: Special

Explanation/Description: A binding spell enables the caster to capture a creature from the lower planes. The subject must already be confined by some form of restraining diagram. The duration of the spell depends upon the form of the binding and the level of the caster(s), as well as the length of time the spell is actually uttered. The components vary according to the form of the dweomer, but include: a continuous chanting utterance read from the scroll or book page giving the spell; gestures appropriate to the form of binding; and materials such as miniature chains of special metal (iron for demonkind, silver for diabolical creatures, nickel for the minions of Hades, etc.), soporific herbs of the rarest sort, a diamond or corundum gem of great size (1,000 gp value per hit die of the subject creature), and a vellum depiction or carved statuette of the subject to be captured.

A saving throw is not applicable as long as the experience level(s) of the caster(s) is (are) at least twice as great as the hit dice of the subject. In a case where the foregoing does not hold, then the subject gains a saving throw versus spell, modified by the form of binding being attempted and the relative ratio of level(s) of experience of the caster(s) to the subject creature's hit dice. For purposes of determining this number, the level of the principal caster is augmented by one-third of the level of experience of each assistant magic-user of 9th or higher level, and an additional level is gained for each assistant of 4th to 8th level. No more than six other magic-users can assist with a binding spell. The various forms of binding are these:

Chaining: The subject is confined by restraints which generate an antipathy affecting all creatures who approach the subject, except the caster. Duration is as long as one year per level of the caster(s). The subject of this form of binding (as well as of slumber and bound slumber; see below), remains within the restraining diagram.

Slumber: Brings a comatose sleep upon the subject for a duration of up to one year per level of the caster(s).

Bound Slumber: A combination of chaining and slumber which lasts for up to one month per level of the caster(s).

Hedged Prison: The subject is transported to or otherwise brought within a confined area from which it may not wander by any means until freed. The dweomer remains until the magical hedge is somehow broken.

Metamorphosis: Causes the subject to change to some noncorporeal form, save for its head or face. The binding is permanent until some prescribed act frees the subject.

Minimus Containment: The subject is shrunk to a height of one inch or even less and held within the hedged prison of some gem or similar object. The subject of a minimus containment, metamorphosis, or hedged prison radiates a very faint aura of magic.

The saving throw, if applicable, is made at the normal level for the chaining form of the spell. Slumber allows the subject a +1, bound slumber a +2, hedged prison a +3, metamorphosis a +4, and minimus containment a +5 on the save. However, if the subject is initially weakened by magical means such as dolor or torment spells, the saving throw is subject to an adjustment or -1 for the former spell, -2 for the latter spell, and -4 for both in successive combination. A successful saving throw enables the subject to burst its bonds and do as it pleases.

A binding spell can be renewed in the case of the first three forms of the dweomer, for the subject does not have the opportunity to break the bonds. After one year the subject gains a normal saving throw versus spell. Whenever it is successful, the binding spell is broken and the subject creature is free. (If anything has caused a weakening of the chaining or slumber, such as attempts to contact the subject or magically touch it, a normal saving throw applies to the renewal of the spell.)

Clone (Necromantic)

Level: 8
Range: Touch
Duration: Permanent
Area of Effect: Special

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: This spell creates a duplicate of a person. This clone is in all respects the duplicate of the individual, complete to the level of experience, memories, etc. However, the duplicate is the person, so that if the original and a duplicate exist at the same time, each knows of the other's existence; and the original person and the clone will each desire to do away with the other, for such an alter-ego is unbearable to both. If one cannot destroy the other, one (95%) will go insane (75% likely to be the clone) and destroy itself, or possibly (5%) both will become mad and commit suicide. These probabilities will occur within 1 week of the dual existence. The material component of the spell is a small piece of the flesh of the person to be duplicated. Note that the clone will become the person as he or she existed at the time at which the flesh was taken, and all subsequent knowledge, experience, etc. will be totally unknown to the clone. Also, the clone will be a physical duplicate, and possessions of the original are another matter entirely. Note that a clone takes from 2-8 months to grow, and only after that time is dual existence established.

Demand (Evocation - Enchantment/Charm)

Level: 8
Range: Special
Duration: Special
Area of Effect: One creature

Components: V, S
Casting Time: 1 turn
Saving Throw: Special

Explanation/Description: This spell is essentially the same as a *sending* spell. *Demand* differs from *sending* in that the spell caster may phrase his or her message so as to contain a *suggestion* spell and if the subject fails to make its saving throw versus spell, it will do its best to carry out the *suggestion* contained in the message of the *demand*. Of course, if the message is relatively impossible or incongruous according to the circumstances which exist for the subject at the time the *demand* comes, the message is understood but no saving throw is necessary and the *suggestion* is ineffective. The material components of the spell are a pair of cylinders, each open at one end, connected by a thin piece of copper wire and some small part of the subject creature — a hair, bit of nail, etc.

Glassteel (Alteration)

Level: 8
Range: Touch
Duration: Permanent
Area of Effect: Object touched

Components: V, S, M
Casting Time: 8 segments
Saving Throw: None

Explanation/Description: The *glassteel* spell turns crystal or glass into a transparent substance which has the tensile strength and unbreakability of actual steel. Only a relatively small volume of material can be affected, a maximum weight of 10 pounds per level of experience of the spell caster, and it must form one whole object. The material components of this spell are a small piece of glass and a small piece of steel.

Incendiary Cloud (Alteration-Evocation)

Level: 8
Range: 3"
Duration: 4 rounds + 1-6 rounds
Area of Effect: Special

Components: V, S, M
Casting Time: 2 segments
Saving Throw: ½

Explanation/Description: An *incendiary cloud* spell exactly resembles the smoke effects of a *pyrotechnics* spell (q.v.), except that its minimum dimensions are a cloud of 10' height by 20' length and breadth. This dense vapor cloud billows forth, and on the 3rd round of its existence it begins to flame, causing ½ hit point per level of the magic-user who cast it. On the 4th round it does 1 hit point of damage per level of the caster, and on the 5th round it again drops to ½ h.p. of damage per level of the magic-user as its flames burn out. Any successive rounds of existence are simply harmless smoke which obscures vision within its confines. Creatures within the cloud need make only 1 saving throw if it is successful, but if they fail the first, they roll again on the 4th and 5th rounds (if necessary) to attempt to reduce damage sustained by one-half. In order to cast this spell the magic-user must have an available fire source (just as with a *pyrotechnics* spell), scrapings from beneath a dung pile, and a pinch of dust.

Mass Charm (Enchantment/Charm)

Level: 8
Range: ½"/level
Duration: Special
Area of Effect: Special

Components: V
Casting Time: 8 segments
Saving Throw: Neg.

Explanation/Description: A *mass charm* spell affects either persons or monsters just as a *charm person* spell or a *charm monster* spell (qq.v.) does. The *mass charm*, however, will affect a number of creatures whose combined levels of experience and/or hit dice does not exceed twice the level of experience of the spell caster. All affected creatures must be within the spell range and within a maximum area of 3" by 3". Note that the creatures' saving throws are unaffected by the number of recipients (cf. *charm person* and *charm monster*), but all target creatures are subject to a penalty of -2 on the saving throw because of the efficiency and power of a *mass charm* spell.

Maze (Conjuration/Summoning)

Level: 8
Range: ½"/level
Duration: Special
Area of Effect: One creature

Components: V, S
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: An extra-dimensional space is brought into being upon utterance of a *maze* spell. The recipient will wander in the shifting labyrinth of force planes for a period of time which is totally dependent upon its intelligence. (Note: Minotaurs are not affected by this spell.)

Intelligence of Mazed Creature	Time Trapped in Maze
under 3	2 to 8 turns
3 to 5	1 to 4 turns
6 to 8	5 to 20 rounds
9 to 11	4 to 16 rounds
12 to 14	3 to 12 rounds
15 to 17	2 to 8 rounds
18 and up	1 to 4 rounds

Mind Blank (Abjuration)

Level: 8
Range: 3"
Duration: 1 day
Area of Effect: One creature

Components: V, S
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: When the very powerful *mind blank* spell is cast, the recipient is totally protected from all devices and/or spells which detect, influence, or read emotions and/or thoughts. Protection includes *augury*, *charm*, *command*, *confusion*, *divination*, *empathy* (all forms), *ESP*, *fear*, *feeblemind*, *mass suggestion*, *phantasmal killer*, *possession*, *rulership*, *soul trapping*, *suggestion*, and *telepathy*. Cloaking protection also extends to prevention of discovery or information gathering by *crystal balls* or other scrying devices, *clairaudience*, *clairvoyance*, *communing*, *contacting other planes*, or wish-related methods (*wishing*, *limited wish*, *alter reality*). Of course, exceedingly powerful deities would be able to penetrate the spell's powers. Note that this spell also protects from psionic-related detection and/or influence such as *domination* (or *mass domination*), *hypnosis*, *invisibility* (the psionic sort is mind related), and *precognition*, plus those powers which are already covered as spells.

Monster Summoning VI (Conjuration/Summoning)

Level: 8
Range: 8"
Duration: 7 rounds + 1 round/level
Area of Effect: Special

Components: V, S, M.
Casting Time: 8 segments
Saving Throw: None

Explanation/Description: This spell summons 1 or 2 sixth level monsters, the creature(s) appearing in 1 to 3 rounds. See *monster summoning I* for other details.

Otiluke's Telekinetic Sphere (Evocation - Alteration)

Level: 8
 Range: 2"
 Duration: 1 round/level
 Area of Effect: 1' diameter sphere per level of caster

Components: V, S, M
 Casting Time: 4 segments
 Saving Throw: Neg.

Explanation/Description: This spell is exactly the same as the 4th-level magic-user spell, *Otiluke's Resilient Sphere*, with the addition that the interior of the globe is virtually weightless; i.e., anything contained within it weighs only $\frac{1}{16}$ of its normal weight. Any subject weighing up to 5,000 pounds can be telekinetically lifted in the sphere by the caster. Range of control extends to a maximum distance of 1" per level of the caster after the sphere has actually succeeded in encapsulating a subject or subjects. Note that even if more than 5,000 pounds of weight is englobed, the essential weight is but $\frac{1}{16}$ of actual, so the orb can be rolled without exceptional effort. Because of the reduced weight, rapid motion or falling within the field of the sphere is relatively harmless to the object therein, although it can be disastrous should the globe disappear when the subject inside is high above a hard surface. In addition to the material components for the *resilient sphere*, the caster must have a pair of small bar magnets to effectuate this spell.

Otto's Irresistible Dance (Enchantment/Charm)

Level: 8
 Range: Touch
 Duration: 2-5 rounds
 Area of Effect: Creature touched

Components: V
 Casting Time: 5 segments
 Saving Throw: None

Explanation/Description: When *Otto's Irresistible Dance* is placed upon a creature, the spell causes the recipient to begin dancing, feet shuffling and tapping. This dance makes it impossible for the victim to do anything other than caper and prance, this cavorting lowering the armor class of the creature by -4, making saving throws impossible, and negating any consideration of a shield. Note that the creature must be touched — possibly as if melee combat were taking place and the spell caster were striking to do damage.

**Permanency** (Alteration)

Level: 8
 Range: Special
 Duration: Permanent
 Area of Effect: Special

Components: V, S, M
 Casting Time: 2 rounds
 Saving Throw: None

Explanation/Description: This spell affects the duration of certain other spells, making the duration permanent. The spells upon which a personal permanency will be effective are:

comprehend languages	protection from evil
detect evil	protection from normal missiles
detect invisibility	read magic
detect magic	tongues
infravision	unseen servant

The magic-user casts the desired spell and then follows with the permanency spell. Each permanency spell lowers the magic-user's constitution by 1 point. The magic-user cannot cast these spells upon other creatures. In addition to personal use, the permanency spell can be used to make the following object/creature or area effect spells lasting:

enlarge	prismatic sphere
fear	stinking cloud
gust of wind	wall of fire
invisibility	wall of force
magic mouth	web

The former application of permanency can be dispelled only by a magic-user of greater level than the spell caster was when he or she initially cast it. The permanency application to other spells allows it to be cast simultaneously with any of the latter when no living creature is the target, but the permanency can be dispelled normally, and thus the entire spell negated.

Polymorph Any Object (Alteration)

Level: 8
 Range: $\frac{1}{2}$ " / level
 Duration: Variable
 Area of Effect: Special

Components: V, S, M
 Casting Time: 1 round
 Saving Throw: Special

Explanation/Description: This spell changes one object (living or otherwise) into another. When used as a polymorph other or stone to flesh, simply treat the spell as a more powerful version, with saving throws made at -4 on the die. When it is cast in order to change other objects, the duration of the spell will depend on how radically removed the original was from its magicked state, as well as how different in size. This will be determined by your Dungeon Master by comparing:

kingdom — animal, vegetable, mineral
 class — mammals, bipeds, fungi, metals, spheres, etc.
 relationship — twig is to tree, sand is to beach, etc.
 size — smaller, equal, larger
 shape — comparative resemblance of the original to the polymorphed state
 intelligence — particularly with regard to a change in which the end product is more intelligent

Change in kingdom makes the spell work for hours or turns, i.e. hours if one removed, turns if two removed. Other changes likewise affect spell duration. Thus, changing a lion to an androsphinx would be permanent, but turning a turnip to a purple worm would be a change of only hours duration; turning a tusk into an elephant would be permanent, but turning a twig into a sword would be only a change of several turns duration. All polymorphed objects radiate a strong magic, and if a dispel magic spell is used upon them, they will return to their natural form. Note that a stone to flesh, or its reverse, will affect objects under this spell. The material components of this spell are mercury, gum arabic, and smoke. N.B.: System shock applies to living creatures, as do the restrictions noted regarding polymorph others and stone to flesh (qq.v.).

Power Word, Blind (Conjuration/Summoning)

Level: 8
 Range: 1/2" /level
 Duration: Special
 Area of Effect: 3" diameter

Components: V
 Casting Time: 1 segment
 Saving Throw: None

Explanation/Description: When a power word, *blind* is cast, one or more creatures within spell range and area of effect will become temporarily sightless. The spell affects up to 100 hit points of creatures, but the duration is dependent upon how many hit points of creatures are affected. If 50 or less points are affected, blindness lasts for 2 to 5 (d4+1) turns, if 51 or more hit points of creatures are affected, the spell duration is but 2 to 5 rounds. Note that the spell caster must indicate which creatures he or she desires to affect with the spell, noting one as target center, prior to determining results. Creatures with over 100 hit points are not affected. Blindness can be removed by *cure blindness* or *dispel magic*.

Serten's Spell Immunity (Abjuration)

Level: 8
 Range: Touch
 Duration: 1 turn/level
 Area of Effect: Creature(s) touched

Components: V,S,M
 Casting Time: 1 round/recipient
 Saving Throw: None

Explanation/Description: By use of this spell the magic-user is able to confer virtual immunity to certain spells and magical attack forms upon those he or she touches and magicks. For every 4 levels of experience of the magic-user, 1 creature can be protected by the *Serten's Spell Immunity* spell, but the duration of the protection is similarly disbursed upon these additional figures. (Example: A 16th level magic-user can cast the *dweomer* upon 1 creature and it will last 16 turns, or he or she can place it upon 2 creatures for an 8 turn duration, or upon 4 creatures for but 4 turns duration.) The protection gives a bonus to saving throws as follows:

Beguiling, Charm, Suggestion	+9
Command, Domination, Fear, Hold, Scare	+7
Geas, Quest	+5

The material component of this spell is a diamond which must be crushed and sprinkled over the spell recipients, and each such creature must also have in its possession a diamond of any size, intact and carried on its person.

Sink (Enchantment - Alteration)

Level: 8
 Range: 1" /level
 Duration: Special
 Area of Effect: One creature or one object of 1 cu. " per level of caster

Components: V, S
 Casting Time: 8 segments
 Saving Throw: Special

Explanation/Description: When the magic-user casts a *sink* spell, he or she must chant the spell for 4 segments without interruption. At that juncture, the subject creature or object will become rooted to the spot unless a saving throw versus spell (with respect to a creature) or a saving throw versus *disintegration* (for an object with magical properties) is successful. (Note: "Magical properties" include those of magic items as listed in the *Dungeon Masters Guide*, those of items enchanted or otherwise of magical origin, and those of items with protection-type spells or with permanent magical properties or similar spells upon them.) Items of a non-magical nature are not entitled to a saving throw. The subject will also become of the same density as the surface upon which it stands at this juncture if its saving throw was not successful.

The spell caster now has the option of ceasing his or her spell and leaving the subject as it is, in which case the spell will lose its *dweomer* in 4 turns, and the subject will return to normal. If the magic-user proceeds with the spell, the subject will begin to slowly *sink* into the ground. On the 5th segment the subject will *sink* to one-quarter of its height, on the 6th another quarter, on the 7th another, and on the 8th segment it will be totally sunken into the ground.

This virtual entombment will place a living subject into a state which duplicates *stasis* but does not otherwise harm the subject. Non-living or living, the subject will exist in undamaged form in the surface into which it was sunk, its upper extremity as far beneath the surface as the subject has height; i.e., a 6' high subject will be 6' beneath the surface, while a 60' high subject will have its uppermost portion 60' below ground level. If the ground around the subject is somehow removed, the spell is broken and the subject will return to normal — although it will not then rise up. Such spells as *dig*, *transmute rock to mud*, and *freedom* (reverse of *imprisonment*) will not harm the subject of a *sink* spell and will be helpful in recovering it in many cases. If a *detect magic* spell is cast over an area upon which a *sink* spell was used, it will reveal a faint *dweomer* of undefinable nature, even if the subject is beyond detection range. If the subject is within range of the *detect magic*, the *dweomer* will be noted as magic of an enchantment-alteration nature.

Symbol (Conjuration/Summoning)

Level: 8
 Range: Touch
 Duration: Special
 Area of Effect: Special

Components: V,S,M
 Casting Time: 8 segments
 Saving Throw: Special

Explanation/Description: A *symbol* spell causes the creation of magical runes which affect creatures which pass over, touch, read, or pass through a portal upon which the *symbol* is inscribed. Upon casting the spell, the magic-user inscribes the *symbol* upon whatever surface he or she desires. Likewise, the spell caster is able to place the *symbol* of his or her choice, using any one of the following:

- | | |
|-----------------------|--|
| Death — | One or more creatures whose total hit points do not exceed 80 are slain. |
| Discord — | All creatures are affected and immediately fall to loudly bickering and arguing; furthermore, there is a 50% probability that creatures of different alignment will attack each other. The bickering lasts for 5-20 rounds; the fighting for 2-8 rounds. |
| Fear — | This symbol operates as an extra-strong fear spell, causing all creatures to save vs. the spell at -4 on the die or panic and flee as if affected by a fear spell (q.v.). |
| Hopelessness — | All creatures are affected and must turn back in dejection unless they save versus magic. Affected creatures will submit to the demands of any opponent, i.e. surrender, get out, etc.; the hopelessness lasts for 3 to 12 (3d4) turns, and during this period it is 25% probable that affected creatures will take no action during any round, and 25% likely that those taking action will turn back or retire from battle, as applicable. |
| Insanity — | One or more creatures whose total hit points do not exceed 120 will become insane and remain so, acting as if a <i>confusion</i> spell (q.v.) had been placed upon them until a <i>heal</i> , <i>restoration</i> , or <i>wish</i> spell is used to remove the madness. |
| Pain — | All creatures are affected, having wracking pains shooting through their bodies, which causes them to have -2 on dexterity and -4 on attack dice for from 2-20 turns. |
| Sleep — | All creatures under 8+1 hit dice will immediately fall into a catatonic slumber and cannot be awakened for 5 to 16 (d12 + 4) turns. |
| Stunning — | One or more creatures whose total hit points do not exceed 160 will be stunned and reeling for 3-12 (3d4) rounds, dropping anything it or they hold in manipulative members. |

The type of symbol cannot be recognized without it being read and thus activating its effects. The material components of this spell are powdered black opal and diamond dust worth not less than 5000 g.p. each.

Trap The Soul (Conjuration/Summoning)

Level: 8 Components: V,S,M
 Range: 1" Casting Time: Special + 1 segment
 Duration: Permanent until broken Saving Throw: Neg.
 Area of Effect: One creature

Explanation/Description: This spell is similar to the *magic jar*, except that the *trap the soul* spell forces the subject creature's life force (and its material body, if any) into a special prison magicked by the spell caster. The subject of the spell must be seen by the caster, and the magic-user must know the subject's true name as well when the final word is uttered. Preparatory to the actual casting of the *trap the soul*, the magic-user must prepare the soul prison, a gem of 1,000 g.p. value for every hit die or level of experience the creature whose soul is to be trapped possesses, i.e. it requires a gem of 10,000 g.p. value to trap a 10 hit dice (or 10th level) creature by placing an *enchant an item* spell upon it and then placing a *maze* spell into the gem, thereby forming the prison for the soul to be trapped. There are 2 manners in which the soul of the victim can be imprisoned. The final word of the spell can be spoken when the creature is within spell range, but this entitles it to exercise its magic resistance (if any) and a saving throw versus magic as well, and if the latter is successful, the gem shatters. The second method of soul trapping is far more insidious, for it tricks the victim into accepting a trigger object inscribed with the final spell word which will automatically place the creature's soul into the trap. If this method is used, it will be necessary to name the triggering item when the prison gem is magicked. A sympathy spell may be placed on the trigger item. As soon as the subject creature picks up or accepts the trigger item, its soul is automatically transferred to the gem. The gem prison will hold the soul trapped until time indefinite, or until it is broken and the soul is released, allowing the material body to reform. If the creature trapped is a powerful creature from another plane (and this could actually mean a character trapped by some inhabitant of another plane of existence when the character is not on the Prime Material Plane), it can be required to perform a service immediately upon being freed. Otherwise, the creature can go totally free once the gem imprisoning it is broken.

Ninth Level Spells:**Astral Spell** (Evocation)

Level: 9 Components: V,S
 Range: Touch Casting Time: 9 segments
 Duration: Special Saving Throw: None
 Area of Effect: Special

Explanation/Description: Except as noted above, this spell is the same as the seventh level cleric spell, *astral spell* (q.v.).

Explanation/Description: By means of the *astral spell* a cleric is able to project his or her astral body into the *Astral Plane*, leaving his or her physical body and material possessions behind on the *Prime Material Plane*, (the plane on which the entire universe and all of its parallels have existence). Only certain magic items which have multi-planed existence can be brought into the *Astral Plane*. As the *Astral Plane* touches upon all of the first levels of the *Outer Planes*, the cleric can travel astrally to any of these *Outer Planes* as he or she wills. The cleric then leaves the *Astral Plane*, forming a body on the plane of existence he or she has chosen to enter. It is also possible to travel astrally anywhere in the *Prime Material Plane* by means of the *astral spell*, but a second body cannot be formed on the *Prime Material Plane*. As a general rule, a person astrally projected can be seen only by creatures on the *Astral Plane*. At all times the astral body is connected to the material by a silvery cord. If the cord is broken, the affected person is killed, astrally and materially, but generally only the psychic wind can normally cause the cord to break. When a second body is formed on a different plane, the silvery cord remains invisibly attached to the new body, and the cord simply returns to the latter where it rests on the *Prime Material Plane*, reviving it from its state of suspended animation. Although astrally projected persons are able to function on the *Astral Plane*, their actions do not affect creatures not existing on the *Astral Plane*. The spell lasts until the cleric desires to end it, or until it is terminated by some outside means (*dispel magic* or destruction of the cleric's body on the *Prime Material Plane*). The cleric can take up to five other creatures with him or her by means of the *astral spell*, providing the creatures are linked in a circle with the cleric. These fellow travelers are dependent upon the cleric and can be stranded. Travel in the *Astral Plane* can be slow or fast according to the cleric's desire. The ultimate destination arrived at is subject to the conceptualization of the cleric. (See **APPENDIX IV, THE KNOWN PLANES OF EXISTENCE**, for further information on the *Astral Plane* and astral projection.)

Bigby's Crushing Hand (Evocation)

Level: 9 Components: V,S,M
 Range: 1/2"/level Casting Time: 9 segments
 Duration: 1 round/level Saving Throw: None
 Area of Effect: Special

Explanation/Description: *Bigby's Crushing Hand* causes the appearance of a huge disembodied hand which is similar to *Bigby's Forceful Hand* and *Bigby's Clenched Fist* (qq.v.). The *Crushing Hand* is under the mental control of the spell caster, and he or she can cause it to grasp and squeeze an opponent. Damage from this constriction depends on the number of rounds it acts upon the victim:

1st round	1-10 hit points
2nd & 3rd rounds	2-20 hit points
4th & beyond	4-40 hit points

The *Hand* can sustain hit points equal to those of the magic-user who created it before being dispelled. The material components of the spell are a glove of snake skin and the shell of an egg.

Crystalbrittle (Alteration)

Level: 9 Components: V, S
 Range: Touch Casting Time: 9 segments
 Duration: Permanent Saving Throw: Special
 Area of Effect: 2 cu. ft. per level of caster

Explanation/Description: The *dweomer* of this spell causes metal, whether as soft as gold or as hard as adamantite, to turn to a crystalline substance as brittle and fragile as crystal. Thus a sword, metal shield, metal armor, or even an iron golem can be changed to a delicate, glass-like material easily shattered by any forceful blow. Furthermore, this change is unalterable short of by means of a *wish* spell; i.e., *dispel magic* will not reverse the spell.

The caster must physically touch the target item — equal to a hit in combat if the item is being worn or wielded, or is a monster. Any single metal item can be affected by the spell. Thus, a suit of armor being worn by the subject can be changed to crystal, but the subject's shield would not be affected, or vice versa. All items gain a saving throw equal to their magical bonus value or protection. A +1/+3 sword would get a 10% (average of the two plusses) chance to save; +5 magic armor a 25% chance to be unaffected; an iron golem a 15% chance to save (for it is hit only by magic weapons of +3 or better quality). Artifacts and relics of metal have a 95% chance to be unaffected by the spell. Affected items not immediately protected will be shattered and permanently destroyed if struck by a normal blow from a metal tool or any weighty weapon, including a staff.

Energy Drain (Evocation)

Level: 9 Components: V, S, M
 Range: Touch Casting Time: 3 segments
 Duration: Permanent Saving Throw: None
 Area of Effect: One creature

Explanation/Description: By casting this spell, the magic-user opens a channel between the plane he or she is on and the Negative Material Plane, the caster becoming the conductor between the two planes. As soon as he or she touches (equal to a hit if melee is involved) any living creature, the victim loses two energy levels (as if struck by a spectre). A monster loses two hit dice permanently, both for hit points and attack ability. A character loses levels, hit dice and hit points, and abilities permanently (until regained through adventuring, if applicable). The material component of this spell is essence of spectre or vampire dust. Preparation requires three segments, the material component is then cast forth, and upon touching the victim the magic-user speaks the triggering word, causing the *dweomer* to take effect instantly. There is always a 5% (1 in 20) chance that the caster will also be affected by the *energy drain* and lose one energy level at the same time the victim is drained of two. Humans or humanoids brought to zero energy level by this spell become juju zombies.

Gate (Conjuration/Summoning)

Level: 9
 Range: 3"
 Duration: Special
 Area of Effect: Special

Components: V,S
 Casting Time: 9 segments
 Saving Throw: None

Explanation/Description: Except as noted above, this spell is the same as the seventh level cleric spell, gate (q.v.).

**Imprisonment** (Abjuration) Reversible

Level: 9
 Range: Touch
 Duration: Permanent
 Area of Effect: 1 creature

Components: V,S
 Casting Time: 9 segments
 Saving Throw: None

Explanation/Description: When an imprisonment spell is cast and the victim is touched, the recipient is entombed in a state of suspended animation (cf. temporal stasis) in a small sphere far below the surface of the earth. The victim remains there unless a reverse of the spell, with the creature's name and background, is cast. Magical search by crystal ball, a locate objects spell or similar means will not reveal the fact that a creature is imprisoned. The reverse (freedom) spell will cause the appearance of the victim at the spot he, she or it was entombed and sunk into the earth. There is a 10% chance that 1 to 100 other creatures will be freed from imprisonment at the same time if the magic-user does not perfectly get the name and background of the creature to be freed. The spell only works if the name and background of the victim are known.

Meteor Swarm (Evocation)

Level: 9
 Range: 4" + 1"/level
 Duration: Instantaneous
 Area of Effect: Special

Components: V,S
 Casting Time: 9 segments
 Saving Throw: ½

Explanation/Description: A meteor swarm is a very powerful and spectacular spell which is similar to a fireball in many aspects. When it is cast, either four spheres of 2' diameter or eight spheres of 1' diameter spring from the outstretched hand of the magic-user and streak in a straight line up to the distance demanded by the spell caster, up to the maximum range. Any creature in the straight line path of these missiles will receive the full effect of the missile, or missiles, without benefit of a saving throw. The "meteor" missiles leave a fiery trail of sparks, and each bursts as a fireball (q.v.). The large spheres each do 10 to 40 hit points of damage, the four bursting in a diamond or box pattern. Each has a 3" diameter area of effect, and each sphere will be 2" apart, along the sides of the pattern, so that there are overlapping areas of effect, and the center will be exposed to all four blasts. The eight small spheres have one-half the diameter (1½") and one-half the damage potential (5-20). They burst in a pattern of a box within a diamond or vice versa, each of the outer sides 2" long, and the inner sides being 1" long. Note that the center will have 4 areas of overlapping effect, and there are numerous peripheral areas which have two overlapping areas of effect. A saving throw for each area of effect will indicate whether full hit points of damage, or half the indicated amount of damage, will be sustained by creatures within each area, except as already stated with regard to the missiles impacting.

Monster Summoning VII (Conjuration/Summoning)

Level: 9
 Range: 9"
 Duration: 8 rounds + 1 round/level
 Area of Effect: Special

Components: V,S,M
 Casting Time: 9 segments
 Saving Throw: None

Explanation/Description: This spell summons 1 or 2 seventh level monsters which appear 1 round after the spell is cast, or 1 8th level monster which will appear 2 rounds after the spell is cast. See monster summoning I for other details.

Mordenkainen's Disjunction (Alteration - Enchantment)

Level: 9
 Range: 0
 Duration: Permanent
 Area of Effect: 3" radius

Components: V
 Casting Time: 9 segments
 Saving Throw: Special

Explanation/Description: When this spell is cast, all magic and/or magic items within the radius of the spell, except those on the person of or being touched by the spell caster, are *disjoined*. That is, spells being cast are separated into their individual components (usually spoiling the effect as does a *dispel magic*), and permanent and magicked items must likewise save (versus spell if actually cast on a creature, or versus a *dispel magic* otherwise) or be turned into normal items. Even artifacts and relics are subject to *Mordenkainen's Disjunction*, although there is only a 1% chance per level of the spell caster of actually affecting such powerful items. Thus, all potions, scrolls, rings, rods et al, miscellaneous magic items, artifacts and relics, arms and armor, swords and miscellaneous weapons within 3" of the spell caster can possibly lose all their magical properties when *Mordenkainen's Disjunction* is cast.

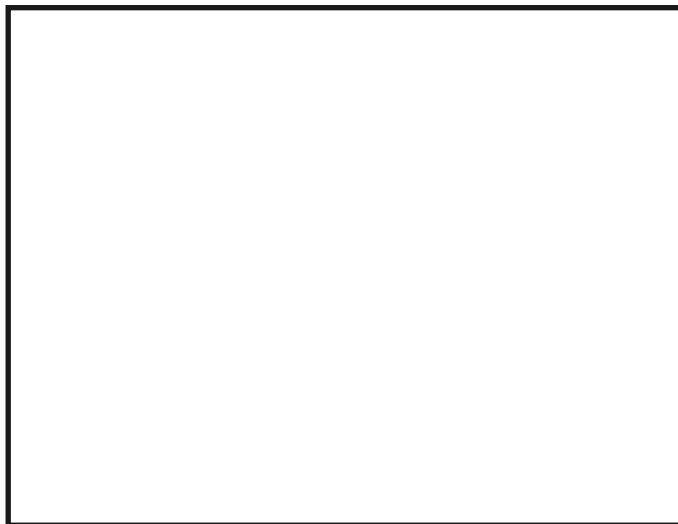
Note: Destroying artifacts is a dangerous business, and 95% likely to attract the attention of some powerful being who has an interest or connection with the device. Additionally, if an artifact is destroyed, the casting magic-user must save versus spell at -4 or permanently lose all spell casting abilities.

Power Word, Kill (Conjuration/Summoning)

Level: 9
 Range: ¼"/level
 Duration: Permanent
 Area of Effect: 2" diameter

Components: V
 Casting Time: 1 segment
 Saving Throw: None

Explanation/Description: When a power word, kill is uttered, one or more creatures within the spell range and area of effect will be slain. The power word will destroy a creature with up to 60 hit points, or it will kill 2 or more creatures with 10 or fewer hit points, up to a maximum of 120 hit points. The option to attack a single creature, or multiple creatures, must be stated along with the spell range and area of effect center.



Prismatic Sphere (Abjuration, Conjunction/Summoning)

Level: 9
 Range: 0
 Duration: 1 turn/level
 Area of Effect: 2" diameter sphere

Components: V
 Casting Time: 7 segments
 Saving Throw: Special

Explanation/Description: This spell enables the magic-user to conjure up an opaque globe of shimmering, multi-colored spheres of light to surround him or her which give protection from all forms of attack. This scintillating sphere flashes all the seven colors of the visible spectrum, and each of these spheres of color has a different power and purpose. Any creature with fewer than eight hit dice will be blinded for from 2 to 8 turns by the colors of the sphere. This phenomenon is immobile and only the spell caster can pass in and out the prismatic sphere without harm. Note that typically the upper hemisphere of the globe will be visible, as the spell caster is at the center of the sphere, so the lower half is usually hidden by the floor surface he or she is standing upon. The colors and effects of the prismatic sphere, as well as what will negate each globe, are:

Color of Globe	Order of Globe	Effects of Globe	Spell Negated By
red	1st	prevents all non-magical missiles — inflicts 10 hit points of damage	cone of cold
orange	2nd	prevents all magical missiles — inflicts 20 hit points of damage	gust of wind
yellow	3rd	prevents poisons, gasses, and petrification — inflicts 40 hit points of damage	disintegrate
green	4th	prevents all breath weapons — save vs. poison or dead	passwall
blue	5th	prevents location/detection and psionics — save vs. petrification or turned to stone	magic missile
indigo	6th	prevents all magical spells — save vs. wand or insane	continual light
violet	7th	force field protection — save vs. magic or sent to another plane	dispel magic

Note that a rod of cancellation will destroy a prismatic sphere. Otherwise, anything entering the sphere will be destroyed, any creature subject to the effects of each and every globe as indicated, i.e. 70 hit points of damage plus death, petrification, insanity and/or instantaneous transportation to another plane, and only the four latter effects are subject to saving throws. The individual globes may be destroyed by appropriate magical attacks in consecutive order, the 1st globe destroyed before any others, then the 2nd, etc.

Shape Change (Alteration)

Level: 9
 Range: 0
 Duration: 1 turn/level
 Area of Effect: The spell caster

Components: V,S,M
 Casting Time: 9 segments
 Saving Throw: None

Explanation/Description: With this spell, the magic-user is able to assume the form of any creature short of a demi-god, greater devil, demon prince, singular dragon type, greater demon or the like. The spell caster becomes the creature he or she wishes, and has all of the abilities save those dependent upon intelligence, for the mind of the creature is that of the spell caster. Thus, he or she can change into a griffon, thence to an efreet, and then to a titan, etc. These creatures have whatever hit points the magic-user has at the time of the shape change. Each alteration in form requires 1 segment. No system shock is incurred. Example: A wizard is in combat and assumes the form of a will o' wisp, and when this form is no longer useful, the wizard changes into a stone golem and walks away. When pursued, the golem-shape is changed to that of a flea, which hides upon a horse until it can hop off and become a bush. If detected as the latter, the magic-user can become a dragon, pool of water, or just about anything else. The material component of the spell is a jade circlet worth no less than 5000 g.p. which will shatter at the expiration of the magic's duration. In the meantime, it is left in the wake of the shape change, and premature shattering will cause the magic to be dispelled.

Succor (Alteration - Enchantment)

Level: 9
 Range: Touch
 Duration: Special
 Area of Effect: One individual

Components: V, S, M
 Casting Time: 1 to 4 days
 Saving Throw: None

Explanation/Description: This spell is essentially the same as the 7th-level cleric spell of the same name. A succor spell cast by a magic-user will teleport without error the individual breaking the object and speaking the command word. If the reverse is used, the archmage is likewise brought to the presence of the individual. Unlike the cleric spell of the same name (qv), the summoned archmage has no choice than to answer the summons, making this version of the spell rare indeed. Intervening planes have only a 1% chance each, cumulative, of causing irrevocable loss of the individual or spell caster involved in the succor. The material component used must be gem material of not less than 5,000 gp value; whether it is a faceted gem or not is immaterial. The components can only be enchanted once per month (usually on the night of a clear, full moon). At that time, the object is "set" for the type of succor and its final destination (either the location of the spell casting or an area well known to the mage).

Temporal Stasis (Alteration) Reversible

Level: 9
 Range: 1"
 Duration: Permanent
 Area of Effect: One creature

Components: V,S,M
 Casting Time: 9 segments
 Saving Throw: None

Explanation/Description: Upon casting this spell, the magic-user places the recipient creature into a state of suspended animation. This cessation of time means that the creature does not grow older. Its body functions virtually cease. This state persists until the magic is removed by a dispel magic spell or the reverse of the spell (temporal reinstatement) is uttered. Note that the reverse requires only a single word and no somatic or material components. The material component of a temporal stasis spell is a powder composed of diamond, emerald, ruby, and sapphire dust, one stone of each type being required.

Time Stop (Alteration)

Level: 9
 Range: 0
 Duration: 1/2 segment/level
 + 1-8 segments
 Area of Effect: 3" diameter sphere

Components: V
 Casting Time: 9 segments
 Saving Throw: None

Explanation/Description: Upon casting a time stop spell, the magic-user causes the flow of time to stop in the area of effect, and outside this area the sphere simply seems to shimmer for an instant. During the period of spell duration, the magic-user can move and act freely within the area where time is stopped, but all other creatures there are frozen in their actions, for they are literally between ticks of the time clock, and the spell duration is subjective to the caster. No creature can enter the area of effect without being stopped in time also, and if the magic-user leaves it, he or she immediately negates the spell. When spell duration ceases, the magic-user will again be operating in normal time.

Wish (Conjunction/Summoning)

Level: 9
 Range: Unlimited
 Duration: Special
 Area of Effect: Special

Components: V
 Casting Time: Special
 Saving Throw: Special

Explanation/Description: The wish spell is a more potent version of a limited wish (qv.). If it is used to alter reality with respect to hit points sustained by a party, to bring a dead character to life, or to escape from a difficult situation by lifting the spell caster (and his or her party) from one place to another, it will not cause the magic-user any disability. Other forms of wishes, however, will cause the spell caster to be weak (-3 on strength) and require 2 to 8 days of bed rest due to the stresses the wish places upon time, space, and his or her body. Regardless of what is wished for, the exact terminology of the wish spell is likely to be carried through. (This discretionary power of the referee is necessary in order to maintain game balance. As wishing another character dead would be grossly unfair, for example, your DM might well advance the spell caster to a future period where the object is no longer alive, i.e. putting the wishing character out of the campaign.)



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